100% FOR SUPER NINTENDO PLAYERS
スーパープレイ
£2.50
円890

INDEPENDENT SUPER NINTENDO MAGAZINE

SUPER PLAY

ISSUE 22
AUGUST 1994

STUNT RACE FX
MASSIVE REVIEW INSIDE!

REVIEWED!

Legend, Fighter's History, Wildtrax, World Heroes 2, NHL '94, Muscle Bomber,
and more!

SYNDICATE

The dark future is here

A Bee Team Production

HOW TO WIN AT NBA JAM!

SUPER GAME BOY! The best Game Boy games are now yours! And they're all in colour too!

9 770966 619028 08
future PUBLISHING Your guarantee of value

It's time to

NAVVIE

THUG

GENTLEMAN

take apart monsters

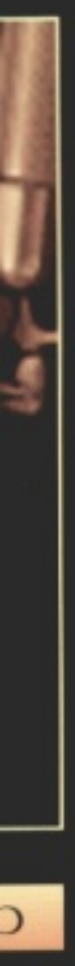
take apart deadly hordes

To take apart

THE CHAOS ENGINE

FOR THE SUPER NES

take a part



BRIGAND

SCIENTIST

MERCENARY

take apart ghouls

take apart armour-plated
fighting machines

t The Chaos Engine

ES AND THE MEGADRIVE

MICROPROSE

BITMAP BROTHERS

Turn up and turn on...

The power is HERE for you

Get your ***hands*** on the

Panasonic R·E·A·L

3DO Interactive Multiplayer System

at the most ***exciting experience*** of the year.

The **Panasonic Juggernaut Roadshow**

will ***juggle*** your senses.

It is the future

Panasonic

R·E·A·L

3DO INTERACTIVE MULTIPLAYER

Roadshow Venues

23-24th July
Thorpe Park *Surrey*

26-28th July
New Forest Show *Brockenhurst*

30-31st July
Fairford International Air Tattoo
Gloucester

2-7th August
Swanage Regatta & Carnival *Dorset*

9-10th August
Lakeside Thurrock *Essex*

12-14th August
Northampton Balloon Festival

17-21st August
Airborne '94 *Eastbourne*

24-27th August
Dartmouth Royal Regatta

29-30th August
Aintree Show

1st Sept
Bucks Show *Aylesbury* TBC

3-4th Sept
Sheffield Show

7-13th Sept
Chessington World of Adventures

21-25th Sept
LIVE '94, Earls Court *London*

28th Sept. -4th Oct
Lakeside Thurrock *Essex*

9th Oct
East of England Autumn Exhibition
Peterborough

11-15th Oct
Medowhall Centre *Sheffield*

17-22nd Oct
Merryhill Centre
Brierly Hill West Midlands TBC

24-29th Oct
Fairfield Halls *Croydon*

2nd Nov
City of Portsmouth Firework Display

4th Nov
26th Big Night Out *Suffolk*

7-12th Nov
Clifton Moor Centre *York*

14-18th Nov
Metrocentre *Gateshead*

These details correct at time of going to press. For further info call: 0800 444 220.

INDEPENDENT SUPER NINTENDO MAGAZINE

Super PLAY

August 1994 Issue 22

Editorial & Advertising Offices:
***Super Play*, Future Publishing Ltd,**
30 Monmouth Street, Bath BA1 2BW.
Tel: (0225) 442244 Fax: (0225) 446019

MOTÖRHEAD
Editor: James Leach
Art Editor: Lisa Nicholls
Production Editor: Sue Grant
News Editor: Zy Nicholson
Writer: Tony Mott
Designer: Wil Overton

KISS
Advertising Manager: Alison Morton
Deputy Ad Manager: Louise Woods
Advertising Production:
Clair Booth and Glenda Skidmore
Advertising Design: Claire Russell

JUDAS PRIEST
Publisher: Jim Douglas
Circulation Manager: Jon Bickley
Managing Director: Greg Ingham

SEPULTURA

Editorial
Madeleine Aspinall
James Binns
Allan Brett
Helen McCarthy
Jim Smith
Paul Weaver

Photography
Richard Robinson
Rob Scott

Lino & Scanning
Simon Chittenden
Mark Gover
Nick Harvey
Brian Hook
Jon Moore
Chris Stocker
Simon Windsor

Cover Artwork
Wil Overton
Artwork
Wil Overton

SUBSCRIPTIONS (See page 60)
All subscription enquiries to: Future Publishing Ltd, Cary Court, Somerton, Somerset TA11 6TB. Tel: (0225) 822511

Just got room for another panel compo
Which song includes the lines:
Now if they take it H G Wells / Well I'll be on the first flight / To a time before the Kong?
Send your answers to: The Song Compo, *Super Play*, 29 Monmouth St, Bath, Avon BA1 2BL, by 1 August. Say which cart you'd like to win.

Next issue on sale: Thursday, 4 August 1994

***Super Play* comes from the sun-drenched patio where we bask with *MEGA*. On other terraces you'll discover: *GamesMaster*, *Amiga Power*, *Total!*, *CD ROM Today*, *Sega Power*, *Amiga Format*, *PC Format*, *ST Format*, *Edge*, and playing in the sandpit is the baby *PC Gamer*.**

***Super Play* is an independent publication and the views expressed within are not necessarily those of Nintendo or their agents. 'Nintendo' and 'Super NES' are trademarks of Nintendo Co Ltd. All rights reserved quietly.**

Call *Super Play* on Thursdays only, between 2pm and 6pm. NEVER call for gaming advice! Phone the Nintendo Hotline (0703) 652222.

'Help me, Obi-Wan. You're my only hope.'

Printed in the UK by Cradley Print Ltd, Warley, West Midlands.
All material © Future Publishing 1994

Future PUBLISHING

SUPER PLAY EDITORIAL

FROM THE BIG CHAIR

Our full contents listing starts just over the page

This issue has got some marvellous stuff in it. Firstly, we've secured the totally exclusive in-depth work-in-progress of *Syndicate*. It took the Amiga and PC by storm, and by all accounts the SNES version is better than both of them! Find out everything worth knowing about the game inside.

We've also got the review of *Stunt Race FX* (or *Wildtrax*, as the Japanese call it). We've given this six whole pages because there is just so much to say about it. The good news is that it's destined to become a classic SNES game – rapidly. Look at the piccies we've got, and just imagine what they're like when they're moving smoothly. There's a lot of depth to the game, but it still remains cuddly and fluffy, somehow.

Another item of interest is the Datel feature on page 58. The idea behind this is that Datel are the leading adaptor and cheat cartridge manufacturer in Britain, possibly the world. But because Datel don't receive any technical info on the machines they produce these carts for, how do they do it? And having produced the universally acclaimed Action Replay 2, where do they go from here? You'll find out.

Anime, of course, is the prime reason *Super Play* looks like it does. Although we've been following the anime film circuit for nearly two years now, it's only recently that the genre has caught on in a massive way in the UK. So on page 92 you'll find Irresponsible Pictures (which is what manga actually means). We'll be covering all the video releases we can get our hands on, plus adding news and competitions to the section as and when we can find some really exciting prizes.

Finally, there are a couple of changes to the staff of *Super Play*. The adorable and unfairly over-talented Sue Grant – the Production Editor since day one – is off to work on our sister magazine *Amiga Format*. Our loss is their gain. Taking over her role from next month will be Deborah Cook, from *GamesMaster* and *ST Format*.

And Zy Nicholson is now News Editor. His news-gathering network stretches from Japan to America, passing through Slough; and his promotion means he'll be bring even more info to you as it happens. Congratulations are due.

Anyway, that's enough about us. Stop reading this bit and get stuck in.

James Leach

James Leach,
Editor

INDEPENDENT SUPER NINTENDO MAGAZINE
Super PLAY

CONT

REGULARS

SUPER EXPRESS 8

Facts times information equals news. It's a lesson we learnt the hard way. But now we can news you up until you squeak for mercy. And then some.

GAMEFREAK 72

Once more, the lad Brookes rummages around in the very bowels of the SNES games world. His exploratory probings bring forth a welter of fascinating info.

MODE 7 74

Allan Brett, wearing a wide-brimmed hat to protect him from the sun's evil rays, settles down and tips a vast number of games into the nether world.

SUPERMARKET 78

Looking for a bargain? Or got something you want to sell? Don't be shy. Give Supermarket a whirl. Remember, *Super Play* guarantees smiles on faces.

PLAY BACK 80

Playback. More lively, more controversial and more, well, just more than ever before. There are some storming debates in the offing, that's for sure. Turn to page 80 to join in the fun.

WHAT CART? 84

If you stacked up every cart in What Cart? you'd be able to fill an area the size of Stonehenge. Makes you think, doesn't it?

BACK ISSUES 91

Special deals! Massive savings! Buy a back issue and win Bolivia. Buy two and get Chile free. Buy a binder and win both Venezuela and Paraguay! No, there really *are* some good deals. Honest guv.

IRRESPONSIBLE PICTURES 92

Anime has become so popular that we've started a proper section just to review the latest films. It's beautiful and packed with information and opinion.

AUGUST 1994 ISSUE 22

ABC: 50,578*
*Super Play's circulation – measured by the Audit Bureau of Circulation.

HOW TO DRAW ANIME

Wil Overton shows you how anime illustrations are done. It's the drawing guide you've been asking for; and afterwards, we expect a load more envelope art submissions. (And they'd better be good).

.....96

SUPER PLAYER'S GUIDES

NBA JAM

NBA Jam has so much more to it than you'd ever have thought. And our magic guide will make you an expert.

64.....

SIM CITY

Zy Nicholson brings his not inconsiderable brain to bear on this classic game of metropolis-building. Hurrah!

.....68

UK & IMPORT GAME REVIEWS

UK & IMPORT GAME REVIEWS index

ANDRE AGASSI TENNIS..... 49
FIGHTER'S HISTORY.....54
LEGEND..... 44
LIBERTY OR DEATH.....57
MUSCLE BOMBER..... 40
NHL HOCKEY '94.....50
SPEED RACER.....46
ULTIMA..... 53
WILDTRAX.....32
WORLD HEROES 2..... 38

FIGHTER'S HISTORY

Could this *really* be a decent fighting game? Could it really be worth a look? Yes! It could! We find a game which *might* tempt you from *Street Fighter II Turbo*.

54.....

TENTS

ISSUE 22
AUGUST
1994

A Bee Team Production

CHEAT FACTORY

Datel are a household name. Their Action Replay/adaptor ranges are the biggest on the market, and the SNES hardware is their best-seller. Find out how they've made it to the top of the pile. 58

IRRESPONSIBLE PICTURES

See all the latest releases from the world of anime. And find out what we think of them.

92.....

PLUS!

SUPER GAME BOY

Interested in playing Game Boy games in colour on your TV? We investigate the Super Game Boy and decide which games you should get for it.

30.....

SYNDICATE 26

We've got the biggest work-in-progress you're ever likely to see in any magazine. The guys actually programming it take you through the features. It's going to be a stormer!

EXCLUSIVE!

SPEED RACER 46

More traditional than *Wildtrax*, *Speed Racer* is fast, furious and has one of the most bizarre storylines ever. Find out more on page 46.

LEGEND

'Twas in the lands of old – as the mists cleared, and a warrior king appeared – that *Super Play* did review this new slash-job.

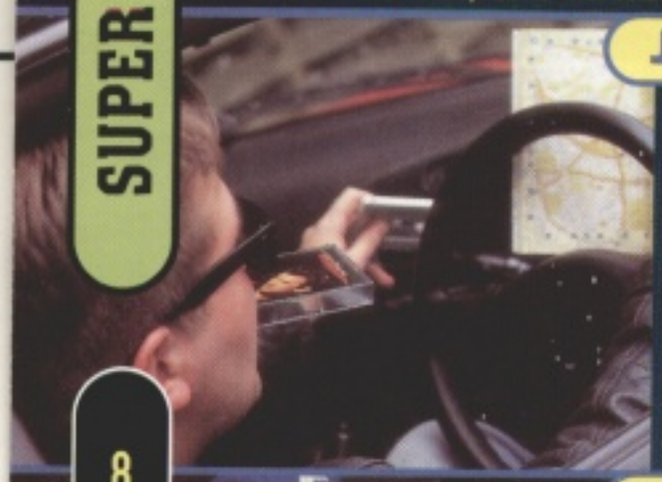
.....44

32..... WILDTRAX

It's a Super FX game, it's huge and it's here (it's also known as *Stunt Race FX*). Find out why it will tickle your feet until you squeal with pleasure.

SUPER PLAY PROFILES

This month, we've been racing a red car...



James Leach

I've got a natural talent for: Handling a vehicle at high speed, whilst pretending not to look. Or care, even.
My ideal car is: That new McLaren three-seater.
But the problem is: I'm rather concerned that it might not fit in my garage.
And in fact: I prefer motorbikes to cars. Very cool.

Sue Grant

I've got a natural talent for: Tuning carburettors and sophisticated fuel injectors.
My ideal car is: Knackered and covered in oil and muck.
But the problem is: Being accepted by the motor repair trade as a viable mechanic *and* a sensuous female.
And in fact: People mistake me for Kylie from *Neighbours*.

Zy Nicholson

I've got a natural talent for: Trusting to luck when crossing busy intersections.
My ideal car is: Made of polystyrene or something soft.
But the problem is: They haven't invented cars which have air-bags on the outside, yet. It would help folk like me.
And in fact: I dislike cars and would rather travel by mule.

Tony Mott

I've got a natural talent for: Going faster than everybody else in the world, ever.
My ideal car is: Schumacher's BenElton, or whatever it is.
But the problem is: Insurance. It would be fine if I lived somewhere in the countryside.
And in fact: I think I'll get a place near Silverstone and commute every day. Quickly.

Lisa Nicholls

I've got a natural talent for: Winning. And reversing into small spaces in one go.
My ideal car is: Nippy, and with a tight turning circle.
But the problem is: I demand a six-litre V8 engine, at least...
And in fact: My design for the Lisa Convertible Mk 1 should go into production at Ferrari any day now.

Wil Overton

I've got a natural talent for: Car-sickness and whinging every two miles.
My ideal car is: Fitted with easy-to-clean, non-smell seats.
But the problem is: It doesn't exist, and people hate travelling with me.
And it fact: I'm not allowed to join the others inside the car, in case I toss my cookies.

SUPER

NEWS NETWORK SUPER NINTENDO NEWS

This month in Super Express: a new Mario game approaching; we report from Tokyo Toy Fair '94; and previews of *Mortal Kombat II*, *Nosferatu*, *Kikikaikai 2*; *PC Kid* and *Lemmings 2*.

The SNES conversion of *Mortal Kombat II* is in its final stages of development, but will it contain the excessive violence of the arcade game?

The new age ratings for Nintendo games should enable those baying for blood to get their wishes. *Mortal Kombat II* will also feature fatality moves, friendship moves and some horrid moments guaranteed to make you go 'eurrgghh'. We'll be reviewing *Mortal Kombat II* in September – with a full report.

UK developers Probe Software have used the original code from the Williams/Midway *Mortal Kombat II* coin-op – which featured smooth 24-bit graphics and stereo Q-Sound – to produce a console game which is looking 'arcade-perfect' in the truest sense of the phrase. All of the characters are present, including hidden characters like Sonya; and the full complement of moves for each fighter is accurately reproduced. Fatalities,

24-BIT GRAPHICS ON YOUR SNES!

In a recent Project Reality update, Nintendo revealed plans that will have beneficial side effects for the SNES – perhaps increasing the 16-bit console's viability for many years to come.

Nintendo of America's chairman, Howard Lincoln, has announced that a deal has been struck with Alias Research of Canada, to aid the development of games for the forthcoming 64-bit super console.

The Toronto-based company will produce the software with which Project Reality games will be written, designed and tested. Alias is a leader in

EXPRESS

NETWORK SUPER NINTENDO NEWS NETWORK SUPER NINTENDO

MORTAL KOMBAT II

UNCENSORED

friendship moves, babalities and even the sub-games should make it into the finished version, which is currently shaping up as a 24 megabit cartridge.

Probe's programmers have worked hard to make use of the Super Nintendo's superior colour palette, as these screenshots will justify. The conversion's similarity to the arcade original may prove difficult, however. Gamers familiar with Nintendo's policies will be aware that the first *Mortal Kombat* game to appear on the SNES was heavily cut to remove all traces of the blood, dismemberment and decapitation that had made the coin-op such a spectacle. However, the version of *MKII* shown to us made no such concessions. Fatalities were reproduced perfectly, including those icky red splashes that caused such a fuss less than a year ago.

Nintendo's position on the inclusion of gore in *MKII* is somewhat opaque, but Acclaim is clearly counting on the appearance of a working age-rating system that will give them the freedom to produce a game more suited to the mature player. A 15-17 rating might allow them to keep the game intact, but they would still need the agreement of Nintendo before it was granted a SNES release. Given last year's moral furore and the exaggerated media interest in the effect of video game violence on players, that's no certainty.

***Mortal Kombat II.* The entire gang's here. Johnny Cage, Sub-Zero, Raiden, the Hidden Character, and the one everyone fancies out of Take That. Untrue, but it'd be nice, wouldn't it?**

Whatever the outcome, you can be sure that a version of *MKII* – uncensored or otherwise – is heading for your Super Nintendo. Mortal Monday will be with us once again this Autumn, so look out for a full preview next ish.

the field of 3D computer graphics: their state-of-the-art modelling, animation and design technology has been used by such luminaries as George Lucas's Industrial Light and Magic and Walt Disney Pictures. Electronic Arts, Williams and Acclaim have also used Alias systems for video game design; and this deal will make it much easier for third-party publishers to produce high-quality games for Project Reality.

Nintendo also announced that three brand new games created with Alias design tools will be displayed at the Summer Consumer Electronics Show in Chicago this month. Rare's *Killer Instinct* is destined for Project Reality, but the other two are for the Super Nintendo.

Surprisingly, these 16-bit titles will incorporate a mysterious new 24-bit graphics chip: 'when people see the type of games that can now be designed, they'll take a whole new look at the SNES' said Alias vice-president Ray Miller*.

Despite the rumours, Nintendo's new Mario game – called *Donkey Kong Country* – will *not* feature this chip, although it will size up as a 24 megabit cartridge. We'll be bringing you news on all of these games and our special report from the CES in next month's *Super Play*.

*Quoted from *Computer Trade Weekly*.

KIKIKAIKAI 2

Namco

We're often asked to recommend the toughest SNES games we've ever come across, and one that always crops up in our top five 'nails' list is the deceptively cutesy *Kikikaikai* (released as *Pocky & Rocky* in the US). Now we're looking forward to the sequel, which promises to be even better than the first – though hopefully it's not much harder, or we'll blub.

The overhead shoot-'em-up style hasn't changed dramatically since the first game, but now there are more characters to play. The little spirit-hunter girl Sayo (Pocky) takes the lead role again, and she is accompanied by her old comrade, the raccoon (Rocky), and by some new and equally weird partners. A girl ninja thief and a powerful priest can help out at the beginning of the game, but as she helps rid the land of ghosts and demons, Sayo can enlist the aid of four more characters. A scarecrow, a cockerel, a mole and a robot can all be controlled by the second player, or by the SNES itself in one-player mode.

Sayo destroys spirits by hurling spells written on paper, and her abilities are increased when she joins forces with her partner. With the scarecrow she can pogo around the screen destroying enemies, whilst the robot can transform itself around her to become a suit of battle armour.

All in all, it's looking like a special sort of game. The graphics are as delicate and detailed as the first game, but with slightly more variation in the levels. We just missed reviewing *Kikikaikai 2* in this issue, but it should be out in time for us to give it the full review treatment next month.

It's the lucky Raccoon Man!

As the sun sets, Sayo contemplates the giant floating conch shell. 'Let's trash it', she says.

This is how our heroine and friend join forces...

Riding a dragon's head, Sayo is buzzed by a tiger. Natch.

LEMMINGS 2: THE TRIBES

Psygnosis

Yes, exclusive to *Super Play*, is the first look at *Lemmings 2*. And it works like this. There are 12 tribes, each living in a different zone. And you can 'be' any of these tribes. So you can take on the Egyptian levels, the Medieval levels or, if you're feeling a bit adventurous, the Space levels. Each set of tribal Lemmings has got its own abilities. The Sports Lemmings can pole-vault, run, dive and climb, and the Space Lemmings can use lasers, propulsion suits and other, er, sophisticated technology.

In fact, there are 52 different sorts of Lemmings in the game, including such diverse species as the Super Lemming, who can fly anywhere, and the jet-pack Lemming, who just hovers and must be directed around the level by means of a small propeller.

Using a joypad is obviously the standard way of controlling the cursor, but if you prefer the more traditional approach, get yourself a mouse, because *Lemmings 2:The Tribes* really excels with a rodent plugged into port one.

Lemmings got 86% in issue 2, and it's fair to say that this sequel is looking much, much better than the original. It's more varied, and yet it's got a strongly coherent theme. And don't forget the 12 different scenarios and the dozens of levels you can play – all crammed into just 16 meg.

Next month, we shall be giving *Lemmings 2: The Tribes* a review to end all reviews. So stay tuned for that.

With 12 zones to try out, you won't find yourself stuck on any one level

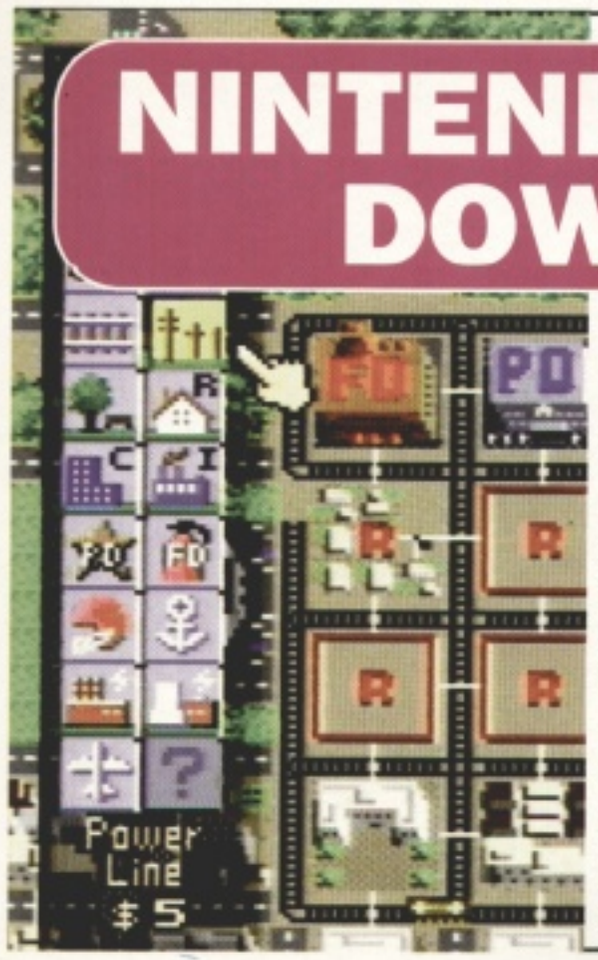
Left: Splat! So much for Zero-G, then

Each zone has a different 'tribe'.

Double-click that cloud. Heh heh...

It's the Lemmhinx of Geezer. Gad.

NINTENDO KNOCKS DOWN *CITY!*



With cartridge prices now dropping to budget levels on the old and second-hand markets, Nintendo UK has made the wise move of re-releasing the Maxis classic *Sim City* at a thoroughly affordable RRP of £19.99.

Originally released in 1991, and with a cartridge ROM size of only 4 megabits, *Sim City* was already one of the cheaper games available for the Super Nintendo. Given the fact that PC and Mac versions of the superb new Maxis game *Sim City 2000* cost less than the average SNES cart, the price reduction seems sensible enough. However, it has led to rumours that a new *Sim City* game might be on its way to the Super NES.

Last month saw *Starwing* fall to an equally-palatable £19.99, and we hope that more games will benefit from this sensible policy of re-pricing. If you're now thinking of buying *Sim City* – and we earnestly recommend it – then take a peek at our guide on page 68.

MANGA CARDS UPDATE

Remember those Manga Video *Akira* trading cards that were stuck on the cover of last month's *Super Play*? Well, it seems that the cult of collecting them has really taken off. Manga are reporting large-scale interest in them.

Because of their limited nature they're going fast, as expected. However, if you're still after the full set, or just packets of 10 cards (costing £1.20), you can get them from most good comic and record shops. These include Forbidden Planet, Beatties and Sam Goody.

Also available is a big red binder, which'll store as many cards as you've got. It's embossed with the *Akira* logo (in Japanese and American), and looks damn fine.

Both the trading cards and the binder are available through the post from Maverick Mail Order Limited, PO Box 7, Ross-on-Wye, Herefordshire HR9 7YX. The best thing to do is phone them for a full and up-to-date catalogue on (0989) 767655. You can also fax them on (0989) 768563. But you'll need a fax machine to do that, obviously.

MERCHANDISE OF THE MONTH

LCD isn't big or clever.

The life of the typical Japanese salaryman (or business executive) isn't one that we envy, being consumed as it is with long working days and very few windows in the schedule for personal quality time (*Pardon? – Ed*). Still, when he gets home from the office he can put on these Puyo slippers, crack open an ice-cold Sapporo and play a few rounds of *Super Puyo Puyo* – the finest competitive puzzle game ever seen.

Of course, the SNES-controlled opponent will eventually beat him into the ground with the dread cry 'Ki Ki Ki!', whilst the mocking taunts and jigs of the game's little ninji character annihilate any trace of pride left to him. That's when this soft and cuddly ninji character can be stomped, beaten and abused furiously in retribution, relieving the tension of a stressful executive routine.

Soccer is now incredibly trendy in Japan, and footy otaku would much rather watch a game of J-League than spend their time with the opposite, er, gender (hmm. Sounds much like over here, then). That's why fascinating technical novelties such as this cola can TV are so popular. Slip it out of your bag on the tube train and you won't have to content yourself with late-night edited highlights of your favourite team in action. But you might have to put up with people peering annoyingly over your shoulder to catch the latest results.

The Puyo slipper. I can't wait till they make one for the right foot, too.

This game is so popular in Japan that they have *Puyo Puyo* championships.

OUR PLAYSTATION

We came so close, you know. Back in 1991 Sony announced that they were designing a CD ROM machine, provisionally titled the PlayStation, that would also run Super Nintendo cartridges. Nintendo didn't take kindly to the suggestion of rival hardware but, after some initial disagreements, a deal was struck which would have ensured the Sony console's compatibility with the Super NES and its proposed CD ROM drive add-on. These plans were short-lived, alas, and it wasn't long before the SNES CD was also shelved indefinitely.

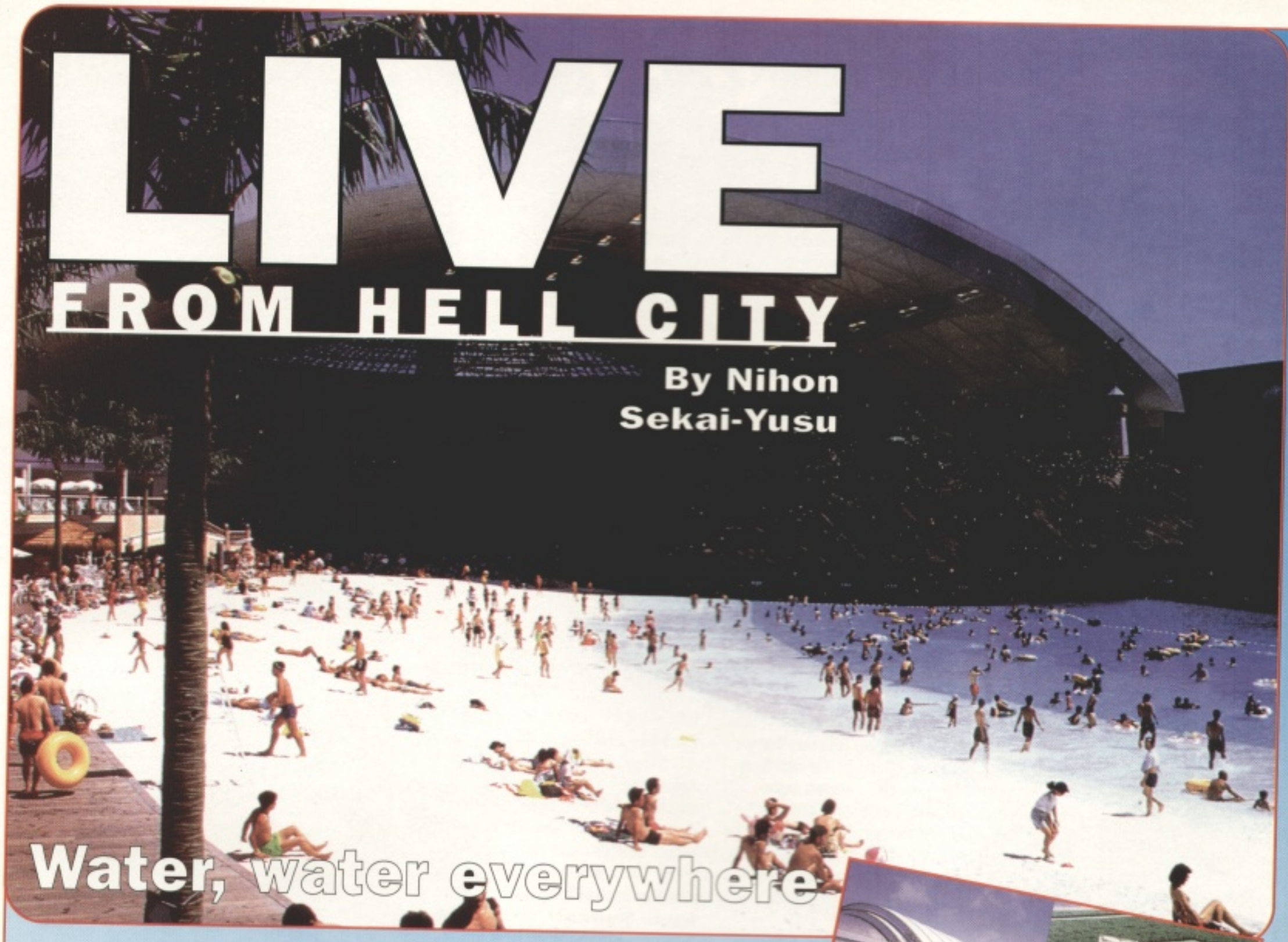
For their part, Sony continued to research and develop hardware in secret: the 'PS-X' has been generating much excitement in the games press over the past six months, boasting some impressive specifications that left *Edge* journalists frothing at the mouth. Now we can reveal that the Sony PlayStation, a 32-bit CD-based console, will appear in Japan around Christmas. Although it has reverted to its original name, the console has absolutely nothing to do with the Super Famicom or other Nintendo machines. The irony is that, despite an early friendship, Sony and Nintendo are now set to be bitter rivals: the PlayStation is shaping up as the strongest competitor to Nintendo's own Project Reality, and is in a position to take an early lead (proposed software for the Sony machine includes Namco's arcade hit *Ridge Racer*). We'll be watching the ensuing battle very closely indeed.

It resembles an electric stove, but this could rival Project Reality.

Sony's much-discussed new 'handlebar' joypad.

LIVE FROM HELL CITY

By Nihon Sekai-Yusu



Water, water everywhere

With not a drop to drink. But there's plenty of opportunity to make waves at Japan's newest theme park. And they introduce a new angle on seafood to the UK.

There's a place in Japan where you will never be afraid to go into the water again. The Ocean Dome, part of the Seagaia resort on the island of Kyushu, holds the world's largest artificial beach, complete with its own sea. And it's a decidedly odd place.

It's not the beach's size that makes it so strange – the aquatic playground is 300 metres long and 100 metres wide. It's not the number of people you'll find there on a hot day that's bizarre – the Dome can take up to 10,000 visitors at a time. It's not even the number of people you'll find there on a cold day either – the air temperature is kept at a steady 30°C and the water at 28°C, all year round. No. The distinctly odd thing about Ocean Dome is that it's situated within spitting distance of the Pacific Ocean.

But why? Well, the developers have taken the joys of the seaside – the posing, the surfing, the sunbathing – and found a way to charge for it. They're selling back the seaside to punters who can't wait to get away from the 'horrors' of the real beach and under a 38 metre high retractable roof.

There is a bit more to the resort than just

The Japanese answer to Centre Parks; but you'd have to sell your house for the price of a ticket.

the beach, however. There's a 'virtual reality' adventure theatre, with a huge cinema screen and synchronised seat motion. There's the Lost World, a 'voyage of discovery' on an underground lake, visiting an ancient shrine and the land of the dinosaurs. Hmmm. There's even a rapids simulator, imaginatively named the Water Crash; your seat moves and water splashes at you.

And at night, there's the treat of watching lights reflecting off the water; with a stage show and laser beams. Obviously much better than any *real* sunset. There's even an abundance of plastic dolphins.

This is all very well, but there's really only one reason young Japanese beach-bums come to Ocean Dome. And, that's to get suntanned.

Maybe there's a long-term method to this madness. As the ozone layer thins and the risk of contracting skin cancer rockets, perhaps an artificial beach *is* the safest and most sensible place to be. The only problem with this theory is that whenever it's hot outside they peel the Ocean Dome's roof back. Doh! What's clear is that at 4,200 yen for a one-day ticket, someone, somewhere is driving a very fast Mazda.

If you're ever in Japan and fancy a dip, then you'll find the Ocean Dome at: Phoenix Resort, Hamayama, Yamazaki-cho, Miyazaki 880, Japan. Tel: (010 81) 985 21 1116.

MY MATE MOMOYA

The Japanese love their seaweed; they just can't get enough of it. Three top ways to eat it are deep fried as a side dish, wrapped around raw fish as sushi, or alternatively, spread liberally on toast. Yes, that's right – seaweed on toast. What we're talking about here isn't some straggly green and slimy vegetation sprawled across grilled bread. Oh no. We're talking about edomurasaki gohan desuyo – seasoned seaweed to you.

The ingredients are very simple. You just need some seaweed, soy sauce and sugar. But we haven't got a clue how it should be mixed up. All we know is that the concoction comes out looking and smelling like a lumpy, slightly fishy version of Marmite. But it tastes great! Top-selling brand Momoya is now being exported to the UK by Tazaki Foods.

If you fancy something a little different to accompany your boiled egg, then you can find out your nearest stockist by giving Tazaki a call on (081) 803 8942.

NAME OF THE GAME

Haven't you always wanted to know how the Japanese enter their names on high score tables? No? Well, we're going to tell you anyway.

Japanese script includes three different symbol sets, each representing a different sound. The most difficult set to understand is Kanji which is made up of Chinese symbols – or ideograms – each representing a word or idea; for example one symbol means 'fish'! There are over 3,000 symbols in everyday use.

Yes, yes, yes, but how do they enter high scores? Well, they do it in what they call Romanji – sounds exciting, doesn't it? Actually, no. It's just Westernised alpha-numeric characters. (Like you're reading now.) And so your quest to understand how Japanese people enter high scores ends, leaving you all the better for the knowledge. Probably.

GOD-ZOOKIE

Godzilla has laser beams for eyes; but, strangely, he can't turn his head.

Another story in this month's aquatic theme. Last month, we brought you some hot news about everyone's favourite dinosaur from the deep – Godzilla, and how he was cropping up in *Godzilla Wars*, the monster arcade machine. Now we can reveal that the coin-op king has a younger... erm, brother. Going by the name *Godzilla War Jr*, it features a scaled-down version of the game, where you shoot ping pong balls into the mouth of the advancing beast. Excellent – we get to print a picture of Godzilla!

JAPANESE FOR BEGINNERS

So far in our Japanese made easy column we've taught you how to tell people you can't understand them and how to complain about prices. Now, it's time to have some fun. Last month, we left you looking for a cheap sushi restaurant, so by now you'll have eaten the fatal venom of the blow fish and only have 24 hours to live. Never mind. *Super Play* will see you through.

1. I feel ill:	1. Kibun ga warui desu
2. I've been in pain since this morning:	2. Kesa kara itami ga arimasu
3. I have dizzy spells:	3. Chotto memi ga shimasu
4. I feel shivery:	4. Okan ga shimasu/ zoku-zoku shimasu
5. My stomach hurts:	5. I/fukubu ga itai desu
6. I have diarrhoea:	6. Geri o shite imasu (True!)
7. I am allergic to antibiotics/penicillin:	7. Kosei-busshitsu/ penishirin ni taishi arerugi desu
8. Hospital:	8. Byoin
9. Medicine:	9. Kusuri
10. Is there an indoor pool near here?:	10. Kono chikaku ni shitsunai puru wa arimasu ka

FANTA QUEST

The Downtown Kid swings his poncho and wonders if Sergio Leone's estate will sue.

And here's an airship, buzzing a mobile suit. On the A4 in Langley, Slough, we think – but it could be Colnbrook.

LIVE A LIVE

Square Soft • 16 Mbit

It is inevitable, with *Secret Of Mana* and the *Final Fantasy* series under their belts, that all eyes are on Square to see what wonders they will perform next. This newest offering immediately departs quite severely from the usual RPG stock, as it takes your characters to more than five different worlds, each with their own history and unique flavour. Each of these characters is open for you to play, and they all take an integral role in the unfolding of the plot.

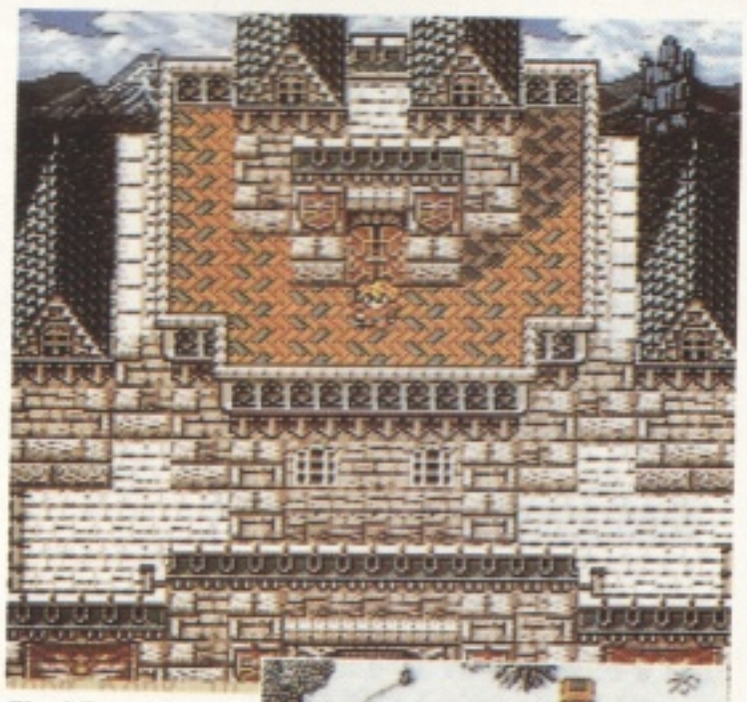
So, Who will you 'be'? Genshihen, a caveman who lives happily in his own private Jurassic Park; or if you are an RPG stalwart, then maybe you'll opt to play Gurematsuhen, a typical Japanese hero; Kunfuken is the elderly master (or sensai) who can still hit as hard as anybody, as well as being wise; Gendouken is more your Neo Tokyo character mixing an *Akira* element into the plot; while S F Ken is a very bizarre sci-fi comic type with a vast array of strange weapons and abilities at his disposal.

My favourite has to be Downtown Kid, who starts the game in a typical Western small town. This is your chance to play Clint Eastwood wandering around the town, smoking a cigar, wearing a poncho and abusing the bad guys. This is great fun, and as the game uses the mechanics of *Romancing Sa•Ga*, then experienced role players will get into it easily.

Other characters in the game include Lee Queg, a wicked chap who has all the elements of a dark sorcerer, mixed with the greed and meanness of a bailiff. Yunso is best described as the long-lost twin of Grima Wormtongue from the *Lord Of The Rings*, as his slanderously sharp tongue causes mayhem.

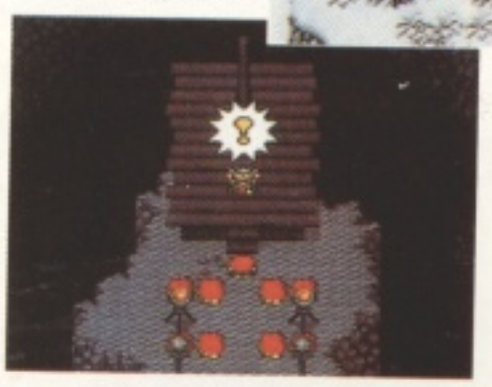
And then we have a cowboy called Mad Dog, who not only looks like Colonel Douglas Mortimer (look for that one, Western fans), but he also acts like a vicious bounty killer. Of course, if you choose to play Downtown Kid then you could easily thrash Mad Dog.

Is this another classic game from Square? The masters of the RPG have been promoting it heavily – which isn't particularly unusual when you consider that their last game was advertised on prime time television (imagine seeing the *Secret Of Mana* title screen appear half-way through *Corrie*...). *Final Fantasy VI* was a hard act to follow, so we suspect that *Live A Live* is more average fare to keep the fans ticking over until the next big project (mayhap, even, *Secret Of Mana 2*?) is revealed.



Final Fantasy fans will recognise the graphical style...

... and the Cecil-ness of this hero.



We think this bloke's had an idea.

ONI
BANPRESTO · 12 Mbit
Hokutomeru, modelling Edo period Docs.

I WANT TO BE RELEASED IN THE WEST PLEASE!

Following our story in *SP*21, we've now heard from Square Soft that American conversions of the two most recent *Final Fantasy* games are definitely in progress.

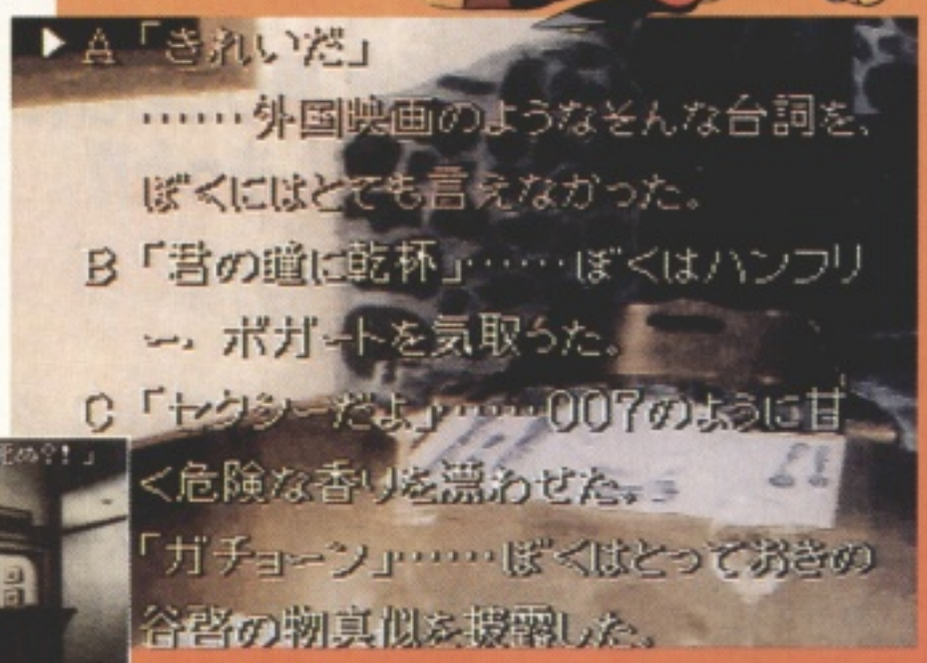
The good news is that Square of America will be releasing *Final Fantasy 'III'* in October. This is actually a translation of the Japanese game called *Final Fantasy VI*, a lush 24 meg spectacular (check out Fantasy Quest in issues 17 and 20 for data).

Last year's *Final Fantasy V* is also being translated for the American market, but because the storyline is slightly different from the rest of the series (and because it's much 'harder' – or at least, that's what the Americans think), it will be released as a completely separate game. We don't know what it will be called yet, and the bad news is that we won't see it until early 1995. Let's hope that a UK publisher notices these great games soon.

...ASY

Close your eyes and imagine a world of sounds and thrills, where time is not a river and where five plus six equals three plus four...

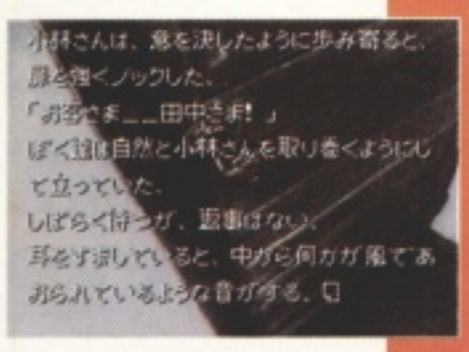
by Nihon Sekai-Yusu and Zy Nicholson



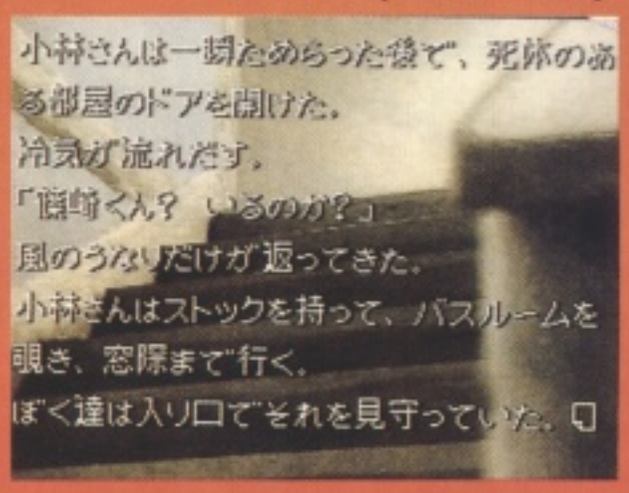
We're not sure of this game's full name, as it uses awkward kanji (Chinese) characters.

But your choices (right) use a Western alphabet! No wonder we're lost.

Below: Do you go through the door, or do you hide?



No, don't go up the stairs! The murderer's up there! Run away!



THE 'SOUND NOVEL'

Chun Soft - 16 Mbit

Who would have thought that the text-based adventure would rise again? Now from Japan comes the 'sound novel', which has been rather weightily billed as 'the future of adventure games'. Whether or not it can live up to that bold claim can perhaps be seen in the amount of sales it generates – this cart, the second sound novel to appear, is currently riding high in the Super Famicom 'most wanted game' charts.

The system is very similar to the *Fighting Fantasy* books, in which you choose from a 'multiple choice' list of actions to influence the outcome of the story. There are always two to five options openly available for your character to use in any situation or conflict; the resultant actions influencing the development of the plot and thus eventually deciding how the story ends.

Initially, this game was going to be 8 Mbit, but the designers thought they could take it a step further and so knocked it up to a healthy 16 meg. This has improved the digitised graphics immensely, making you feel as if you are embroiled in a very high quality story book with the added attraction of an excellently composed and arranged original music score.

The plot itself is a heady mix of murder mystery thriller and the famous PC game *7th Guest*, revolving around 13 people who are lodging at a remote guest house in an unnamed mountain range. At dinner, a series of eerie and confusing events takes place, culminating in a murder. It's up to your character to find the murderer whilst ensuring the safety of the rest of the party.

If you don't solve the crime quickly then, just like the Agatha Christie classic *10 Little Indians*, it will all end in a cat-and-mouse debacle between you and the murderer. With so much Japanese text it's impossible to judge this game further, but it demonstrates just how much more the SNES can be exploited in terms of original software.

An Oni, at least as far as Japanese mythology would have it, is a demon from the underworld, which is usually motivated by its evil alignment to create utter chaos on the planet whenever it feels like it.

Sometimes, however, the Oni can be commanded by higher powers, or even mortals with enough magical karma to fulfil quests of both evil and good purposes – depending on the ethos of the summoner. The demon in this game has been ordered by a very powerful god to possess a young hero by the name of Hokutomeru.

Any of you out there familiar with Michael Moorcock's *Stormbringer*? Well, this game borrows heavily from that theme; which can only be a good thing for you egomaniacs who love to run around the land in an invincible state, killing all and sundry and then agonising about it afterwards. There is a twist in this game though – the god who commands the demon is a good one, so no running around hitting innocent peasants, or swift retribution will be yours!

The main quest involves solving a number of sub-plots with the aim of bringing peace to the heavens, which are about to be plunged into chaos. A mysterious cave, a castle with an auspicious atmosphere which hides a despotic ruler, and the overwhelming power of a great demon make for an intriguing quest.

Hokutomeru in joined in his quest by four characters whose profiles seem to have been in every RPG since the genre's conception: Hidaka is the swift elven fighter who can use his bow over long distances; Minamoto is the samurai warrior who has a sword which can cut through diamond; Akoya is a typically timid princess with magical ability; while Horin is an ex-slave and all round big beefy bloke.

Oni will appear in Japan over the Summer.

Combat takes place on this backdropped 'drum' effect.

Once again, our man in Japan makes good use of his press pass and barges past expensive suits, glamorous PR femmes and sponsored zeppelins to rub his mitts on the hottest new games for the Super Nintendo.

TOKYO TOY FAIR '94

The first stop for any self-respecting SNES fan was the Capcom stand, where *Super Street Fighter II* was the undisputed king. Cammy posters, super-deformed New Challengers models and clips from the forthcoming anime beamed forth from a wall of cathode tubes, erasing any doubt that this'll be the beat-'em-up of the year.

Those who looked closer at Capcom's line-up would have found some surprises, too: *Demon's Blazon* demonstrated the sort of graphics and sound that should have followed *Super Ghouls 'n' Ghosts* long ago (*See page 10 for details – Ed*). *Mickey's Magical Quest 2* exhibited the same lush graphics and Disney animations of its predecessor, and might last a little longer at 16 megabits. There's the added twist of a two-player mode, as Mickey and Minnie can join forces to solve the puzzles.

Konami can be relied upon for immensely playable games, and their support for the Super Nintendo shows no sign of slacking. Coin-op addicts can save themselves a fortune with the conversion of *Gokujo Parodius*, their new tongue-in-cheek side-scrolling shoot-'em-up, which has actually usurped the source of its inspiration in terms of popularity. *Perfect Eleven* is Konami's venture into the overcrowded footy scene, and although the muddy graphics gave a touch of realism, it was hard to tell how it played.

If the games industry can be said to follow fashions, then hardware was definitely 'in' this year, with the Sony PlayStation, Saturn and Neo Geo CD jostling for media attention. Even Bandai, Nintendo's erstwhile distributor, had its own CD console on show: this company's extensive and profitable collection of licensing and merchandising rights will ensure a healthy stream of anime-related products directed at fans, and one of the first add-ons planned is a karaoke mike.

Still, you had to dig pretty deep to find any trace of originality at this year's Toy Fair, with sequels and special editions looking par for the course. What at first glance appeared to be *Super Mario Kart* soon turned out to be a game called *Racer's Spirits*. Even on second glance, it was impossible to deny the obvious influence. Although the cutesy characters scramble on bikes around dirt tracks, the split-screen and Mode 7 scrolling make you wonder why Nintendo hasn't sued. The revelation that *Dragon Ball Z 3* is on the way will probably be greeted with cheers and jeers alike: to our eyes, there was no obvious difference between this and the previous games.

The Firemen by Human deserves a special mention for its odd *Backdraft*-style antics, involving – as you'd expect – a raging inferno and plenty of victims who need to be rescued from the flames in a race against time. A genuinely good idea, and one well done.

Natsume's *Wild Guns* made another appearance in its finished form, and we can now reveal that it's a polished 8 Mbit shooting game in which you play 'Clint' or 'Annie' in an attempt to clean up the town. As *Live A Live* hinted, Spaghetti Westerns are building a popular following in the East. We still don't understand where the robots come in to it, though.

Role playing games were slightly thin on the ground this year, although a couple of previews hinted at wonders to come. Alas, FCI's *Ultima VII* looked the most likely candidate for the Western market (the SNES *Ultima* games have been around in Japan for years, but it's only recently that they've been translated). The good news is that the Super Nintendo may see its first point-and-click game in the shape of Project 'J' from Enix – will this open up the way for *Monkey Island* style adventures? Let's hope so, eh?

Above: Red Adair has nothing on *The Firemen*.

We can't wait to run our cursors over these lush stills from Project 'J' (Enix).

Ryu prepares to launch a fireball into the crowd.

Mickey and Minnie make tracks in *Mickey's Magical Quest 2* (below).

Expect more two-player fun from Konami's new *Parodius* game (inset), coming this Autumn.

Right: Bandai's new console on show. Anime CDs and games should feature heavily on it.

Can You ConTROLL the Mayhem?

90% – TOTAL MAGAZINE
"Plays like an absolute dream"

GAMESMASTER MAGAZINE
"You will find it hard to resist even if you are not a fan of the Troll characters"

83%
COMPUTER & VIDEO GAMES
"Bright, cheerful and original"

85%
SUPER ACTION
"Why more Nintendo games can't be this smooth is beyond me!"

85%
SUPER GAMER
"Fast, frantic and damned playable"

AMERICAN SOFTWORKS CORP

GAMETEK

SUPER NINTENDO ENTERTAINMENT SYSTEM

GAMETEK (UK) LIMITED, 5 Bath Road, Slough, Berkshire, SL1 3UA

ASC™ is a trademark of American Softworks Corporation. "Super Troll Islands" name and artwork is the property of American Softworks Corporation.
Distributed under licence from Russ Berrie and Company Inc, Oakland, NJ. Images of Troll characters © Russ Berrie and Company.
E&OE

WINNERS! WINNERS! WINNERS!

DATEL DRIVE-BY COMPETITION

Way back in issue 19 we ran a competition to win an Action Replay 2 or a Programmable Universal Adaptor – all generously donated by Datel. Well, the time has come to pull 10 lucky winners' names out of the *Super Play* hat. The answers to the questions we asked you are:

1. Hammer's real name is Stanley Burrell.
2. Ice-T fronts the band Bodycount.
3. Jimmy Corkhill crashed a Vauxhall Astra GTE into the Rolls.

And the winners are:

Lee Skinner of Manchester, **Peter Barlow** also from Manchester, **James Firth** of Bradford, **Angela Pickworth** from Lincoln and **Mr L Francis** of Greenford, Middlesex. These fortunate people will each receive an Action Replay 2. And five Programmable Universal Pro's go to: **Jason Byng** from Kirkby Woodhouse, Notts, **Thomas Greenwood** of Stone, Staffs, **Paul Clark** of Aberdeen, **Paul Hoey** from Manchester and **Liam Doyle** from Greenford, Middlesex.

WHAT SCREENSHOT?

The winner of the first What Screenshot? competition (which we ran in issue 20) is **Simon Field** from Eastleigh, Hants who correctly identified all the pictures used in What Cart? A *Super Play* goody bag is on its way to him.

International Sensible Soccer limited edition

If you've played *Sensi Soccer* (oh come on, everybody's played it at some time, somewhere), then you'll know that it features some teams with rather odd players. It's always pleasing to see Kenneth Williams put one in the back of the net, of course, but the harsh legality of the matter was that the designers weren't allowed to include *real* footballers without paying for the privilege. Now, with the country in the warm, clammy grip of World Cup fever, Sony has released a limited edition called *International Sensible Soccer*.

Although it's essentially the same old game we know and love, it now contains all of the teams and players appearing in this Summer's footy spectacular. First and second strips are included, and we anticipate the usual arguments regarding star players and individual statistics ('No way! Baggio's passing is much better than that!' – oh yes, we've heard it all before). If you like the sound of this realistic edition then be warned, you'd better move fast: only a few thousand cartridges of this version have been released and they're in the shops now at £49.99.

One day they may even become very collectable, like Jimi Hendrix guitars and those rare, unsigned Terry Pratchett novels.

FANHUNTER

You'll find no finer fanzines

By Zy Nicholson

One thing you'll notice about fan writing is that it really brings out the peculiarities, idiosyncrasies and peccadilloes (oh alright, the odd side) of the author. Even so, I don't know how to explain the following...

ANIME FAN: SUPER FANATICAL GAI-JIN ANIME JOURNAL

By day, he's mild-mannered Nicholas G Forester. When twilight fades he transforms into 'Okami', the wolf, an artist and critic. Only his best friend Tetsuo Shima (er, we bet that's not his real name either) shares the dread secret that makes them Team Otaku. This is their offering.

I have yet to see a fanzine that hasn't raved about *Battle Angel Alita* and slagged off *The Guyver*, and *Anime Fan* is no exception. The SNES also gets a look-in, and there's even a bit on the old sub vs dub argument. Best of all, the Mac-designed pages and Okami's excellent artwork make it extremely easy to read. The first disappointment is that you only get four photocopied A4 pages, which leaves you wanting a bit more. The second disappointment is that it carries a cover price of £1.50 plus SAE. I'm sorry, but that's a rip-off. Fanzines are not about making a profit.

OK, I can understand that anime fans are being fleeced every time they pay full price on a video that contains just half an hour of footage, but that's no excuse to do likewise to your reader (thinks: hmm, I hope our publisher hasn't upped the cover price of this issue of *Super Play*, or I'll look a complete ass). I don't want to put you off getting in touch with the editors, however, so my advice is this: write them a letter, chat about your interest in games or anime, pledge your moral support, enclose an SAE and see if you can't blag a copy anyway. Nicholas G Forester, Apartment 4 Eastgate St, Winchester, Hants SO23 8EB.

THE GURU

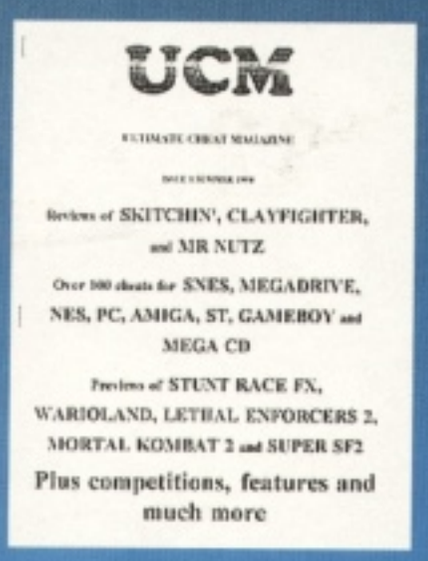
This one stood out as soon as it arrived, thanks to its full-colour photocopy cover. As you might tell from the picture, editor Brian Goss has recently played *Secret Of Mana* – and he's fallen in love with it completely. Issue 4 contains over 20 reviews (*Macross, Legend Of The Mystical Ninja 2, Mana, Rainbow Bell Adventures*) and an anime page, but it's an intelligent, albeit optimistic, 3D0 feature that provides a focus for the zine.

Somehow Brian has managed to purchase his own Quadra 660V (Americans, eh? That's more than anyone here can afford), which has resulted in a smooth, neat layout and actual black-and-white screenshots digitised from video sources (makes you sick, doesn't it?). Goss lives up to his name with some humorous games industry low-down and a righteous slagging of the technical failings demonstrated by *NBA Jam*'s conversion to the SNES (yes, why is the speech sampling so limited and muffled?). I'd like to see a letters page, personally, but all in all it's a decent read. Send $2, plus $2 in IRCs (International Reply-paid Coupons), to: Brian Goss, *The Guru*, PO Box 5442, Pasadena, Texas 77508-5442, USA.

UCM ULTIMATE CHEAT MAGAZINE

This isn't a straightforward fanzine – there's not much in the way of chat or features, despite the claims on the cover – but the central idea is really quite clever. Readers send in all of their top tips and cheats to editor Ken Knowles, who examines and compiles them. The result is the *Ultimate Cheat Magazine*, a catalogue of console skanks and nobbles for the SNES, Mega Drive, NES, PC, Amiga, Atari ST and Game Boy.

The problem with covering such a wide range of machines is that you don't get much material if, say, you only have a SNES (30 cheats). In addition, the cheats aren't exactly new or uncovered – there's nothing here that you won't have found in Mode 7, for example. This first issue is looking thin, but Ken is obviously prepared to put in the hours to make it work – if he can arouse interest and increase his readership. Get in touch with him at 58 Colchester Rd, Halstead, Essex CO9 2EU.


UCM
ULTIMATE CHEAT MAGAZINE
Reviews of SKITCHIN', CLAYFIGHTER, and MR NUTZ
Over 500 cheats for SNES, MEGADRIVE, NES, PC, AMIGA, ST, GAMEBOY and MEGA CD
Previews of STUNT RACE FX, WARIOLAND, LETHAL ENFORCERS 2, MORTAL KOMBAT 2 and SUPER SF2
Plus competitions, features and much more

SEND YOUR FANZINES TO:

Fanhunter, *Super Play*, 30 Monmouth Street, Bath, Avon BA1 2BW.

FIVE MEGADRIVE GAMES FOR UNDER £50!

ALL PROCEEDS GO TO CHARITY

HELP! is a strictly limited edition compilation and is available exclusively from Dixons, but only while stocks last!
All the games in this compilation have been donated by the publishers absolutely free of charge. Dixons are donating all profits from the sale of HELP! which will go to Childline, The Prince's Trust and other charities to be announced.

Dixons

where else can you get HELP!?

SEGA and **MEGADRIVE** are trademarks of Sega Enterprises, Ltd. **ACCLAIM®** is a trademark of Acclaim Entertainment, Inc. © 1993 Acclaim Entertainment, Inc. All rights reserved. **U S GOLD** is a trademark of U S Gold Ltd.

Apollo and Latell are cops in pursuit of the Galactic Pirates. But the duo don't always see eye-to-eye, especially when Marsha joins the chase. *Galactic Pirates* comes from Kitty Films.

ANIME

Pronounced 'ah-nee-may'

CROSS CURRENTS

WORLD

Is the world of anime too successful and too popular for its own good?

The *Galactic Pirates* trilogy is a 'Fast paced and slickly designed cross between soap opera, cop show and furry tale', apparently.

There's a trend in anime that worries me as much as the media's stereotyping of 'manga movies' as violent and sexually offensive. There are three strong indications of the way this trend is going, starting not with anime but with live-action.

You can't have missed the success of *Power Rangers* – unless you've been living on a desert island. At the New York Toy Fair this year, the *Power Ranger* stuff was flying off the shelves. And in the UK, Saban International's inspired blend of a Japanese live-action team show (amazing acrobatic fights, villains so evil even the girls can twirl their moustaches and silly monsters in rubber suits), and an all-American group of teenage heroes (token black, token Oriental, Valley girl and two regular guys) has cult status.

The show is so successful in the States that US companies are sorting frantically through Japanese live-action back catalogues, and at least two more shows along the same lines are in production: *Cybertron* will be made up from the '80s space sheriff shows, *Spiruban* and *Metaldar*, and *Gridman* will become *Superhuman Samurai Syber Squad*.

Kitty Film producer Tahara Masatoshi told me when we met last year in the US that Kitty want to do more anime co-productions, with American writers and designers producing stories for the Japanese studio to animate.

The company that gave you *Urusei Yatsura* (featured on page 92), *Ranma 1/2*, *Galactic Pirates*, *Legend Of Galactic Heroes*, *Yawara!* and a host of other Japanese hits, wants to cross over from fan consciousness into mainstream identity in the biggest television market in the world.

At the ITC World show in London in May, Carl Macek, American producer of *Robotech* and head of Streamline Pictures, America's most commercially successful anime company, talked about his plans to take anime into the mainstream of US entertainment. Not, however, just as 'Japanese cartoons' but as 'great animation that just happens to be made in Japan'. He is working directly with the Japanese to help create some new series, and his main aim for the American market is to remove what he calls 'ethnocentric' elements. These are words, gestures and facial expressions uncommon in Western culture. He feels that they form a barrier to acceptance by Western audiences of Oriental mass entertainment.

There's a growing possibility that anime may be absorbed into American-dominated mainstream Western culture. Not just in edited or adapted versions, but right at its source. The Japanese domestic market is huge but, like every other market, it has its limits; the vast TV and film markets of the West can sell their product throughout the world, including Asia, without trouble. Find me a kid on the face of the planet (with the exception of a few corners of the Amazon rainforest and the far-flung icefloes of the Arctic) who hasn't heard of *Aladdin* or *Jurassic Park*. So why not make your product specifically tailored for that vast American market, and let the rest of the world fall into step?

Is this a problem, though? After all, American film and TV is the most successful in the world, and huge numbers of great titles have come out of Hollywood. Would anime be so much worse off if American writers, producers and money made big inroads into the anime industry in Japan? I think it would. What I love about anime is its difference from the material produced in and by my own culture. It's the same reason I love *Star Trek* and *Star Wars*, which could only have been made in the huge cultural and technological melting pot that is America.

It's the same thing I love about Hong Kong martial arts movies, which are instantly distinguishable from their American clones. They bring me a different view of another world. They broaden my horizons. They challenge my prejudices. They make me see beauty and pathos and humour in a different light than anything produced in Britain could manage.

I also love *Dr Who* and I don't think the Steven Spielberg version will be anything like The Real Thing, for all its second choice of Eric Idle as the Doctor. Alan Rickman was their first choice – apparently it had to be an English actor. But I can't help wondering why.

Tacking on an English accent won't make it any less an American series.

Spielberg's version will probably be terrific, but it won't be the *same*. There wouldn't be much point in it if it were. *The Avengers*, *Aardman Animations*, *Cosgrove Hall* and *Blackadder* - they are what they are because they're British. Make them in another cultural context and they become something else. It might be good in itself, but it will lose essential elements of the original. And the world moves closer to faceless uniformity.

You must know the cautionary tale of the US remake of *Red Dwarf*. Grant Naylor sold the series to the US but the Americans insisted on altering it to fit in with American culture. Every single one of the characters was to be tailored to make them more acceptable to mass audiences in the US. Lister was going to be good-looking and unslobby, and there was going to be a *girl* on the ship. Eventually, realising that the things they were worried the US audiences wouldn't accept were the very things that made *Red Dwarf* funny, the American company abandoned the whole idea.

Anime is what it is because of its Japanese roots. You might be able to make great cartoons with a fusion of American skills and Japanese know-how, but they won't be anime. We won't be gaining, we'll be losing. Losing variety, losing the things that make us individual, losing out on the dreams and fantasies of one part of the world. Just so that the products can be made more 'acceptable' to the biggest mass market on Earth.

I don't want every image I see filtered down through Middle America. Let's have all those co-productions, but please don't let's lose the original. Japanese animation has something unique to offer the world, and it doesn't need to be translated into American before we can enjoy it.

ANIME CONTACT *Anime UK* magazine, 70 Mortimer Street, London W1. £3.50 from good SF/comic shops, also available mail order from the publishers.

Yomei, chief of the Galactic Pirates (above); he's a nasty piece of work and wreaks havoc with the galaxy.

> 'Japanese animation has something unique to offer the world.'

Ranma (above and left) in both his guises, accompanied by P-Chan the pig. Lum from *Urusei Yatsura* (right).

PC KID

Hudson Soft

He's finally made it. Well, nearly. PC Kid, the prehistoric bumpy-headed baldy baby blokey who enjoyed such unparalleled success on the PC Engine (renamed Bonk, he became NEC's answer to Mario and Sonic in America), will make his SNES debut in July via Hudson Soft in Japan.

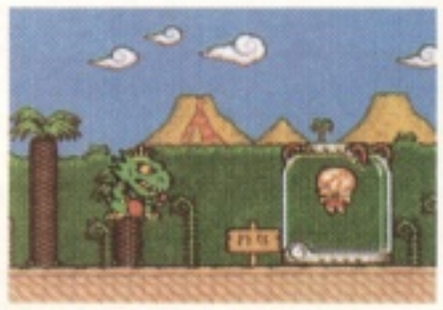
As you can see from the pics, *PC Kid*'s a platformer with a natty line in pastelly visuals, highly reminiscent of the likes of *Xandra's Big Adventure* and very much traditional Japanese console fare. Refreshingly, the game will be a completely new adventure rather than a conversion of any existing Engine title and it looks to be banking on variety for its success. The Kid's scrapes take him through an incredible array of situations, from battling it out on the elevator of a jet plane, through scrolling shoot-'em-up bits, to squeezing his way through a dinosaur's intestines after being thirstily sucked through a drinking straw!

Those already familiar with the Kid will be pleased to see that his famous landscape-biting manoeuvre remains intact, backed up with new abilities that include the power to transform himself into an ostrich and even a junior Godzilla-type creature!

This is the kind of thing that *Super Play* adores: an appealing lead character, unusual and addictive gameplay, and – of course – that vital sprinkling of weird. Bet your close relatives on there being some form of vigorous *Super Play*/Hudson Soft action and subsequent review come July.

Kid's salmon impression.

That's more like it. Bonk! Bonk! Bonk!



I don't think that'll hold him long.

Right: The nature of Kid was... Irrepressible!

Kid looks for Raquel Welch, but finds Donald Pleasence.

NOSFERATU

Seta

Why do the heroes always go vampire-hunting just before sunset?

You're not alone, either. James Mason's friend has arrived at last.

It's hard to believe that Seta's new 16 megabit game has taken over two years to reach completion, but it may have been worth the wait. The name echoes the 1921 German silent movie, in which Count Dracula was depicted as a bald, wild-eyed hobgoblin with unfeasibly large front teeth – much like the vampires here.

Nearer to the present day, you may recall an identical interpretation of the vampire cropping up in *Salem's Lot*, which we all agreed was actually pretty scary (after all, David Soul could have opened up with several verses of *Come On Silver Lady* at any moment). Apart from the monster similarities, you'll be glad to hear that the game takes a more traditional approach to the Transylvanian legend.

With its gorgeously animated hero and gloomy dungeon graphics, *Nosferatu* looks very much like *Prince Of Persia* with more than a hint of *Castlevania* thrown in for good measure. Your task is to find the Count's coffin before sunrise without falling prey to pitfalls, spikes and crumbling ledges. Although your impressive athleticism will help you achieve this, you'll still need to search for switch tiles and secret panels to work out a safe path through the castle's maze-like rooms; and as if that wasn't enough, the legions of the undead prowl the grounds looking for a scrap.

Nosferatu will see a Japanese release at the end of the Summer, but the European flavour of the Dracula legend should make it acceptable enough for a Western translation. We'll be badgering the software houses to pick it up and release it in a PAL version.

DEMON'S BLAZON

Capcom

Hell – it's not all bad. At least, it can't be if it consistently produces groovy characters like Redaremer, the unlikely 'hero' of the next 16 megabit platformer from Capcom. The plucky devil spawn can breath fire, cling to walls and fly for short distances.

Game Boy owners may be experiencing a sense of the familiar at the sight of these screenshots. That's because this is the latest in a series of games that started with *Makaimura Gaiden*, renamed *Gargoyle's Quest* in the West. One of the earliest cartridges for the popular hand-held, *Gargoyle's Quest* was admired for its detailed graphics and its tough, clever and perplexing gameplay. The sequel never made it over here, but now it seems that *Gargoyle's Quest 3* has made the transition to the SNES.

Flight is limited at first, but becomes easier with progress.

You see, you'll need your wings when you meet this fellow.

Not having cut his toenails for years, our anti-hero can do this.

Early impressions suggest that, although the graphics are looking damn fine, the gameplay may not be stunningly original. This would be a shame, especially given the track record of the earlier games: even so, we're not averse to some good, solid platform fun. *Demon's Blazon* promises just that, with huge bosses to battle and dark, moody graphics that should please *Ghouls 'n' Ghosts* fans. The problem is, what will the American Moral Majority make of a game which encourages impressionable minors to 'be' a horned, leathery pinion-winged demon from the depths of Satan's bosom? We hope it offends them greatly.

Shades of Ray Harryhausen, eh?

COMPETITION WINNERS

A LOT OF OLD FLANNEL

Firstly, let's do the front-of-the-mag competition (cunningly buried in what we choose to call the flannel panel). The question was: Who makes the ZZ-R1100 and the GPZ500S?

In case you didn't know, both these are completely dreamy motorbikes, and the answer is therefore Kawasaki Heavy Industries.

The winner is **Suzanne Hanna from North London**, who asked for (and shall therefore receive) a copy of *FIFA International Soccer*.

Oh, and an honourable mention to Toby Pestridge, who sent in a jolly good haiku as well as his answer. And did a neat little cartoon too.

SOCIAL SKILLAGE

Next we've got the Social Skillage Competition. This was roughly to do with designing a game with a social conscience or something. To be honest, not as many people entered this one as we'd have liked. But that's because it was quite a tough brief. (And it was also fairly boring).

The winner is **Alan Bailey of Birmingham**, who provided all sorts of bizarre pictures and things, indicating a laudable obsession with world peace, whales, pollution and ozone. He wins a bag of chemicals.

Honourable mentions this time go to Ravi Mistry from Willesden, London and Michael Ward of Barnsley. Both had great ideas. Michael's grey Prime Minister thing was especially topical.

POETIC JUSTICE

Now let's move on to the haiku competition in the flannel panel of issue 19. A haiku, for those who don't know, is a Japanese poem consisting of three lines of five, seven and five syllables each. They're meant to be deep and meaningful, but that was before you lot got hold of them.

For the purposes of judging them, we've been lenient with the syllables thing because that only works properly in Japanese anyway.

Here are some of the best we received:

They're off – with Yoshi
Leading the way, with a star
Toad thinks, 'Not for long'
Stephen Archbold

I play games like the others
And learn I am sadly
Soundlessly shouting alone
Angie Smith

Beauty is her name
Oh, in a just and true world
She brings us light
James Goacher

Free lunch, final wisdom, total coverage
Somebody's had too much
To think
Steve Young

Here's one Steve nicked. We like it too.

He who makes a beast of himself
Loses the pain of being a man

And finally, plenty of jokey ones came in. Here's an example:

I would like to win
Many shall send in haikus
Yet mine is the best.
Sam 'Fraggle' Forster

You know what's coming up; choosing winners is never easy, blah, blah, they all deserved to win, etc, etc. Nevertheless, we had to pick one, and we've gone for **Angie Smith from Northampton**, with her haiku for those with no multitap (printed on the left). Congratulations Angie, and you'll be getting your copy of *Legend Of The Mystical Ninja 2* pretty soon!

FROM THE DIRECTOR OF THE CULT CLASSIC AKIRA
ROUJIN-Z 12
21st century Tokyo will be a cruel place to grow old.
As Mr Takizawa is about to find out...
COMING SOON TO A CINEMA NEAR YOU
Fri 24 June, Sat 25 June & Wed 29 June: PRINCE CHARLES CINEMA, LEICESTER PLACE, LONDON, WC2
Fri 1 July - Sat 2 July: MANCHESTER ODEON, BIRMINGHAM ODEON & UCI DUDLEY
Fri 8 July: UCI MILTON KEYNES
Sat 9 July: UCI MILTON KEYNES, CARDIFF ODEON & GLASGOW ODEON
Fri 15 July: UCI LEE VALLEY (EDMONTON)
Sat 16 July: EDINBURGH ODEON, UCI LEE VALLEY (EDMONTON)
Fri 22 July: ROBINS 051 CINEMA, LIVERPOOL
Sat 23 July & Sun 24 July (matinee): ROBINS 051 CINEMA, LIVERPOOL
ROBINS HYDE PARK CINEMA, LEEDS
All screenings are late night performances with the exception of the Prince Charles Cinema and Sunday 24 July. Please check local press for details. All dates and venues are subject to change.
ORIGINAL STORY FOR THE MOVIE, SCREEN PLAY AND MECHANICS DESIGN BY KATSUHIRO OHTOMO
ORIGINAL CHARACTER DESIGN HISASHI EGUCHI CHIEF DIRECTOR HIROYUKI KITAKUBO ANIMATION DIRECTOR FUMIO IIDA
ART DIRECTOR HIROSHI SASAKI MUSIC BUN ITAKURA
MANGA THEATRICAL

BLABBERMOUTH

with Kris and Tel

This month, we join the gallium-plated gossip gurus in the middle of one of their favourite word games...

☎ ... OK then, Kris, who said this? 'We're launching a 3D tank sim called *Spectre* next Spring, and that will have an SFX chip.' Yep, it's Gametek's UK director Kelly Sumner, quoted from *SP*12. He goes on: 'Well, it is expensive. But we felt that without it, *Spectre* would be just OK, and OK isn't good enough.' I think that says it all, don't you?

☎ Excellent, Tel. But how about Howard Lincoln, head of Nintendo of America? He recently described DMA Design as the 'Spielbergs' of the video games industry. DMA Design are famous for *Lemmings*, *Lemmings 2*, *Christmas Lemmings*, *Oh No! More Lemmings*, and, er... Maybe an allusion to Gerald Thomas would be more appropriate?

☎ Kris, I concede defeat. Now, have you heard about these new SNES games with 24-bit graphics chips? I'm going to plant a fly-on-the-wall camera at the American CES, because these titles look like the future of the SNES. Not only that, but they'll be showing off the new Mario game called *Donkey Kong Country*. Top Nintendo game designer Shigeru Miyamoto recently told a Japanese interviewer that he was 'extremely pleased' with the way it plays. And if he's happy then it's got to be incredible. Ooh, my antennae are fair quivering with anticipation.

☎ Same here, Tel. Being an old hand at computer games, I was also looking forward to Activision's revamped classics – remember that they had SNES versions of *River Raid* and *Kaboom* on show at the last CES? Alas, we've now heard that the games will never see the light of day. They've been programmed and completed, but Activision feels that they aren't good enough to release – ever. Imagine, if publishers withheld games because they were of a malodorously low quality, then we'd never have to put up with the likes of *Last Action Hero*.

☎ Never a fairer point, my aluminium arbiter, but if you recall that Activision was happy enough to re-issue *Aliens Vs Predator* in Europe, then we can safely assume that *River Raid* must have been a real dog. The Nintendo Seal of Quality doesn't give any guide to gameplay: it merely guarantees that a game is bug-free and glitchless, and won't crash half-way through.

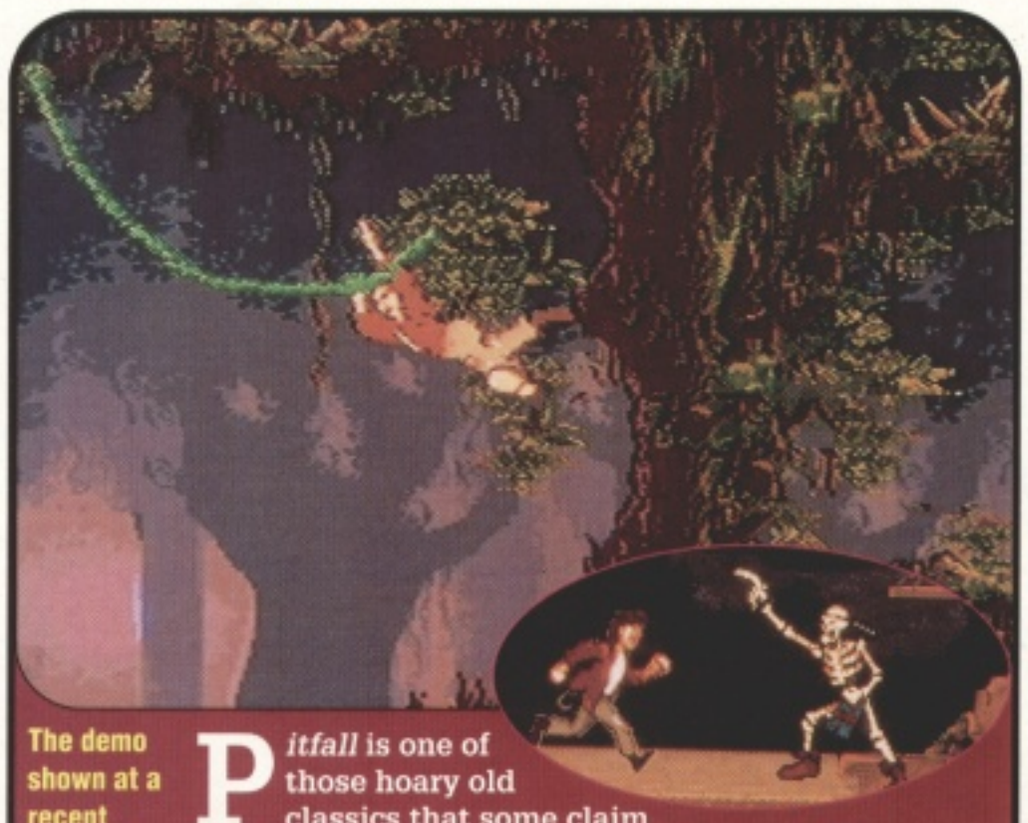
☎ Unfortunately, it's not even worth that much nowadays. My telenet cyberprobe recently unearthed the startling news that Elite's *Might & Magic II* has a serious bug towards the end of the game. Apparently, your player characters can suddenly disappear from the cartridge's records – which isn't helpful if they were carrying one of the items you need to finish the game.

Elite have been extremely good about this fault – they are offering a full cash refund to all disgruntled customers, but I have passed on the data for the *Super Play* newshounds to chase up the full story.

☎ Remember Gamefreak describing CodeMaster's reluctance to work with Nintendo? We've now heard that they're converting *Micro Machines* for the Super Nintendo, so maybe they've had a change of heart. A volte-face, if you will.

☎ All in a day's work for a busy bot, eh Tel? But did you hear that *Super Play* is in trouble for reviewing *Super Bomberman 2*? Virgin won't be releasing the UK version till September, and they offered free trips to Japan for every Nintendo mag that ignored the import game. That's why you won't have seen a proper review in any magazine – except *Super Play*, of course. *Super Bomberman* was recently fetching up to £120 on the grey import market, and game buyers required consumer guidance. Sadly, Virgin have now decided to sever all contacts with the team for giving *SB2* 'premature coverage'. What's more...

And there we leave our robot buddies with ears like radar-dishes for another month.



The demo shown at a recent trade fair looked smoother than *Aladdin* meets *Flashback* on an icy water-slide.

Pitfall is one of those hoary old classics that some claim invented the platform game way back in 1982.

And here it comes again, in the form of a Mayan romp through 14 non-linear stages. You play Harry Junior (Harry was the original *Pitfall* character), who can run, jump, skateboard, swim and bungee jump his way through the infested levels. Armed with only a power-sling to start, you must guide Harry through some of the toughest platform levels you've ever seen. (According to Activision.)

It's on a 16 meg cartridge, and fans of the original *Pitfall* will be amused to find an exact replica of the original Atari 2600 game hidden in this Super NES version.

PITFALL: The Mayan Adventure
ACTIVISION

INDEPENDENT SUPER NINTENDO MAGAZINE
SUPER PLAY

GUIDE TO BUYING MAIL ORDER

TEN STEPS TO SAFETY

When you're buying from any mail order company, it's worth following these Super Play guidelines:

1). Before you send any money, ring the supplier to make sure the item you require is in stock. Ask questions about the company's policy on delivery and returns of faulty equipment. Make sure there are no hidden costs such as postage and packaging. Find out when you can realistically expect to receive your goods.

2). Always read the small print on adverts.

3). Beware companies that do not include their address on their adverts. Also, avoid companies that do not answer or return your calls.

4). By far the best method of payment is by credit card. If ordering goods of more than £100 in total value remember that you are legally entitled to claim compensation from some credit companies – if the retailer goes bust. Check your credit card company's policy. You can also try to get extra insurance in advance.

5). If you're not paying by credit card, pay by cheque. Never send cash and avoid using postal orders.

6). Keep records. If you are buying by credit card, keep a note of the order and ask for an order number. When ordering anything over the telephone, always double-check the price.

7). If you are sending a cheque, keep a note of the cheque number, the date and the exact value. Make sure you know the exact name of the mail order company.

8). When you receive your goods, check them carefully. If anything is missing or faulty, contact the supplier immediately.

9). Always order from the most recent issue of Super Play.

10) If a problem does arise, contact the supplier in the first instance. Calmly and politely tell them your problem. Most problems turn out to be minor hitches or misunderstandings that can easily be resolved. If you think you have a genuine grievance, contact your local Trading Standards Officer. The number is in the phone book.

CHART THROB

If you want to find out what the most popular SNES games in the world are, just check out the *Super Play* charts.
(For weekly UK SNES chart updates, try tuning in to Digitiser, Teletext: page 471, Channel 4.)

OFFICIAL GALLUP UK CHART

▲ UP ▼ DOWN ▶ NON-MOVER ★ NEW ENTRY

Compiled for *Super Play* by Gallup

1 ★ **FIFA INTERNATIONAL SOCCER** Ocean
'A cracking conversion from the Mega Drive, plus some extra bits thrown in.' 89%

2 ▼ **WORLD CUP STRIKER** Elite
'A beautifully well-rounded title', according to Tony in his review in *SP*20. 91%

3 ▼ **ROCK 'N' ROLL RACING** Interplay
A perfect blend of racing thrills, explosions and bouncy cars with huge shock absorbers. 88%

4 ▶ **NBA JAM** Acclaim
Slick gameplay, great visuals and a hyper-addictive four-player mode. 87%

5 ▼ **CLAY FIGHTER** Interplay
Great sound and graphics, shame about the playability. But it's great fun. 85%

6 ★ **STARWING** Nintendo
A fast, smooth, stunningly playable and addictive shoot-'em-up. 93%

7 ▼ **RYAN GIGGS WORLD CLASS SOCCER** Acclaim
Not the Ryan Giggs of footy games. There are lots of better ones out there. 66%

8 ▼ **SIM CITY** Maxis/Nintendo
See page 68 where Zy gives you the low-down on this classic sim in his Super Player's Guide. 84%

9 ★ **KEVIN KEEGAN'S PLAYER MANAGER** Anco
You'd really have to be an avid fan of football management games to like this. 59%

10 ▼ **SENSIBLE SOCCER** Sony Imagesoft
Jonathan really loved this game when it first appeared, but it's got more competition now. 91%

FIFA International Soccer: Looks lovely and plays well.

NBA Jam: Everything about this game is great.

Starwing: Still in the charts, and still one of our favourites.

UK IMPORT CHART

Compiled for *Super Play* by Zap Computers

1 **SUPER METROID** Nintendo (US)
2 **SUPER BOMBERMAN 2** Hudson Soft (JAP)
3 **SECRET OF MANA** Squaresoft (US)
4 **NBA JAM** Acclaim (US)
5 **FATAL FURY 2** Takara (US)
6 **MEGA MAN X** Capcom (US)
7 **NINJA WARRIORS** Taito (US)
8 **MUSCLE BOMBER** Capcom (JAP)
9 **LUFIA: FORTRESS OF DOOM** Taito (US)
10 **ULTIMA VI** FCI/Pony Canyon (US)

Lufia: Fortress of Doom: Hmm. It's nice to see this.

Super Bomberman 2: Another classic game.

Secret of Mana has been in the charts for a healthy amount of time now. And rightly so. If you've got an adaptor (or a foreign SNES) you should really be an owner by now. And it's good to see *Ninja Warriors* up there as well. We liked that, although it was a tad easy (on easy level, certainly).

JAPANESE CHART

Compiled by Wil Overton and Tekai Katayama

1 **SD GUNDAM GX** Banpresto
2 **SPACE INVADERS** Taito
3 **J-LEAGUE EXCITE STAGE** Epoch
4 **FINAL FANTASY VI** Squaresoft
5 **SUPER BOMBERMAN 2** Hudson Soft
6 **CRAYON SHIN-CHAN II** Bandai
7 **SUPER PUYO PUYO** Banpresto
8 **SUPER ROBOT WAR EX** Banpresto
9 **SUPER METROID** Nintendo
10 **SAILOR MOON R** Bandai

Super Metroid: A pearl standing out amongst dung.

Crayon Shin-Chan is a TV series about the exploits of a little boy who does the sort of things little boys are apt to do the world over; sleeping, poking things with sticks, getting grubby, running away from people, smearing the local Chamber of Commerce with marmalade and pretending to be an ocelot.

AMERICAN CHART

Compiled for *Super Play* by Woody Carter

1 **STAR TREK: TNG** Spectrum Holobyte
2 **MAJOR LEAGUE BASEBALL** Nintendo
3 **NBA JAM** Acclaim
4 **MLPBA BASEBALL** EA Sports
5 **SECRET OF MANA** Squaresoft
6 **LUFIA: FORTRESS OF DOOM** Taito
7 **THE 7TH SAGA** Enix
8 **MEGA MAN X** Capcom
9 **LETHAL ENFORCERS** Konami
10 **EQUINOX** Sony Imagesoft

Star Trek: TNG: What on earth is going on? Why, oh why is this game at number 1?

Mega Man X. This is another vaguely inexplicable entry.

Major League Baseball is the Ken Griffey game. Those cheeky Americans do like their sports, that's for sure. But liking sports is one thing. Why do they buy crap games devoted to them? *NBA Jam* is certainly the best of the sports bunch in this month's chart. Lovely. And that's this caption filled.

SYNDICATE
WORK IN PROGRESS

It blasted onto the PC and Amiga in a blaze of violence and 3D graphics, and now it's coming to the SNES. But how do you program a game like *Syndicate*?

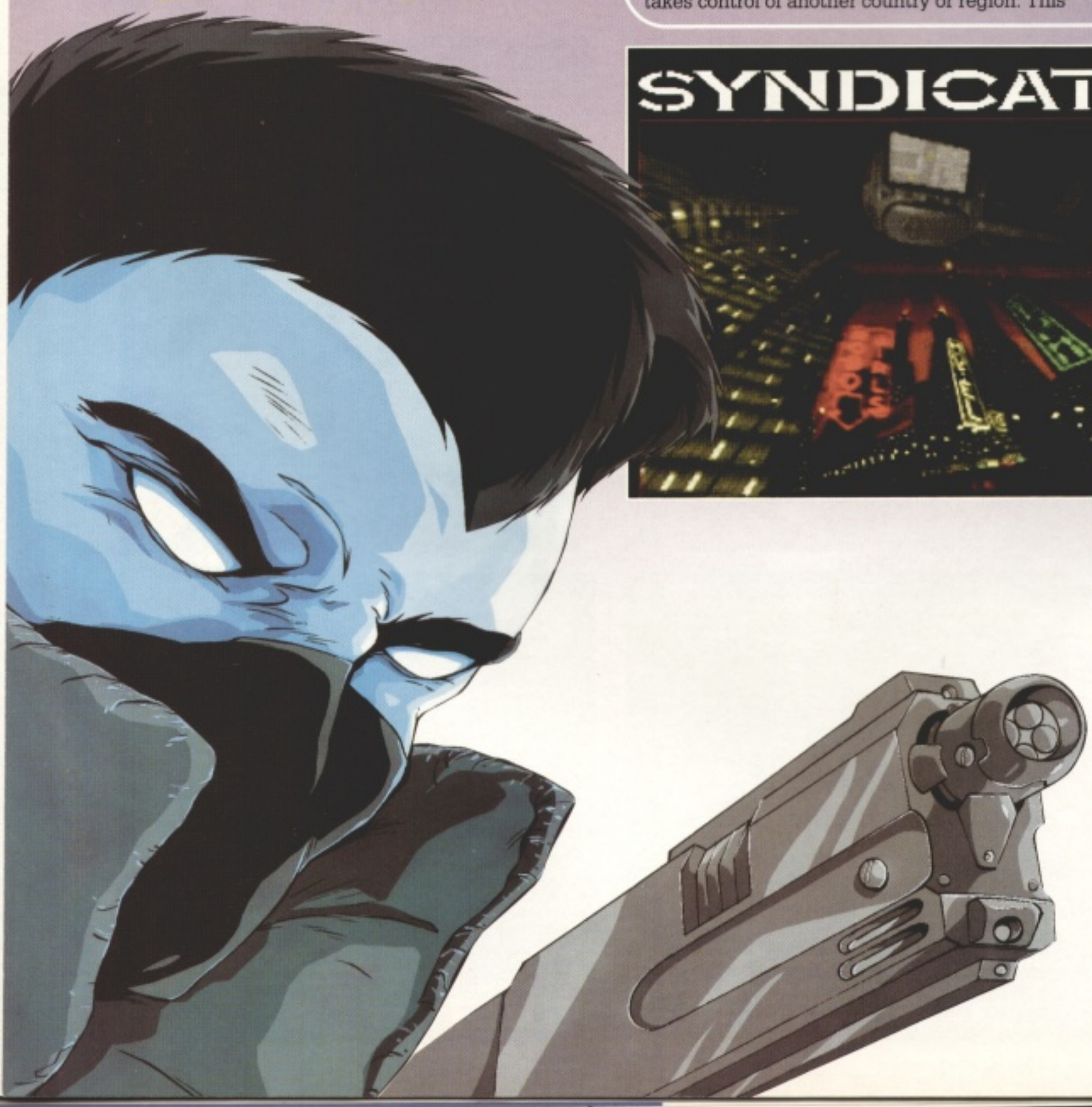
SYNDICATE: MISSION PROFILE

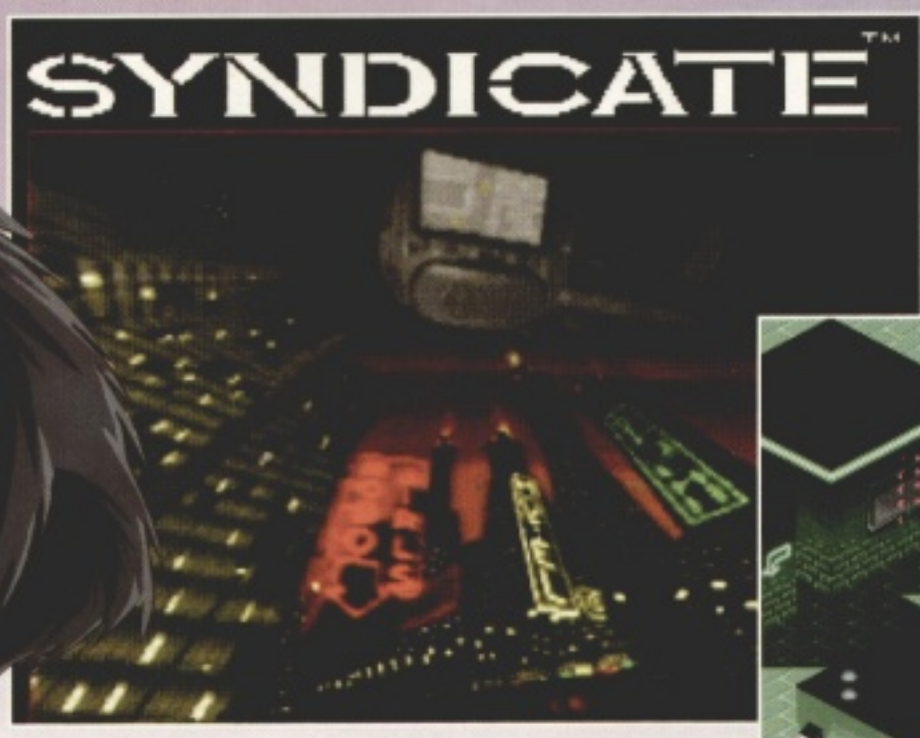
In the future, nations won't be controlled by governments. Ruthless corporations will control food, information, transport systems, law and order – you name it and private enterprise will run it. The competition between these companies will become so great that they will begin to train special agents to carry out missions designed to thwart the effective operations of their rivals. And the only way such a syndicate can be certain of its security is if it can gain control of the entire world. This is the world of *Syndicate* and this is what you have to do.

To begin with, your syndicate has eight basic agents, a few bob in the bank and access to some fairly unfrightening weaponry and cybernetic improvements. Complete a mission successfully though, and your organisation takes control of another country or region. This control extends to how much the populations of these areas are taxed. By fleecing folk for every last drachma, zloty and yen you earn more money. Hit people too hard though and they'll revolt, depriving you of control of their country.

But with the cash you can ask your research and development boffins to come up with better weapons and more impressive cybernetic enhancements. And you need them because the missions become progressively harder to complete.

The one thing you cannot buy is love – no, sorry, I mean new agents. Using your R&D lab's greatest hit – the persuadertron – you can recruit new agents by stealing them from rival syndicates during missions. But until he (or she) is persuaded, you're unlikely to be greeted by anything more friendly than a machine gun. It's a gamble you might have to take if you suffer heavy casualties.





Left: *Syndicate* was always going to be a stylish game. The *Blade Runner*-type graphics make the game much darker and more intense.

Below: An early mission is edited on the PC using a sophisticated level designer.

So what does it take to convert *Syndicate* to the SNES? And what's it like to deal with Nintendo? We spoke to Project Manager Sean Masterson about his schedule, and asked him to keep us informed of the game's progress.

THIS IS HIS REPORT...

'Day one, ground zero. Mark Webley (producer of the Super Nintendo version of *Syndicate)* gives me a warm welcome. Then he explains what he wants me to do. Development of the SNES *Syndicate* has reached the stage where missions are designed. I've done this sort of thing before – on pen and paper. *Syndicate* isn't done on pen and paper; Bullfrog's programmers have written their own nifty level editing utility which produces missions you can test on a SNES, and modify as you go. 2,000 different 8-by-16 pixel blocks called cells, individually created by

Left and right: Some levels – like this swampy one – are unique to the SNES. Gameplay has been improved since the PC version.

Below: Keep your gun hidden, or the citizens will flee in terror...

Bullfrog's artists, can be assembled into unique levels. Another part of the level editor then stores the commands that establish the population, allowing the precise control of every individual's behaviour. 50 basic missions have already been created with this program. My first task is to play through them, evaluate each level, and tell Mark what further development they need.

The Quality Assurance Loop

Meanwhile, freelance programmer Steve Caslin has done the bulk of the code, writing it from scratch, with the original C source code and a PC version to refer to. What happens is that Bullfrog puts a version of the program through a quality assurance loop. Playtesters play as much as they can, logging bugs and suggesting modifications. Then Steve goes through the list of problems, fixing each point as he comes to it. Finally, he sends us the new version, we archive the old one and the loop begins again.

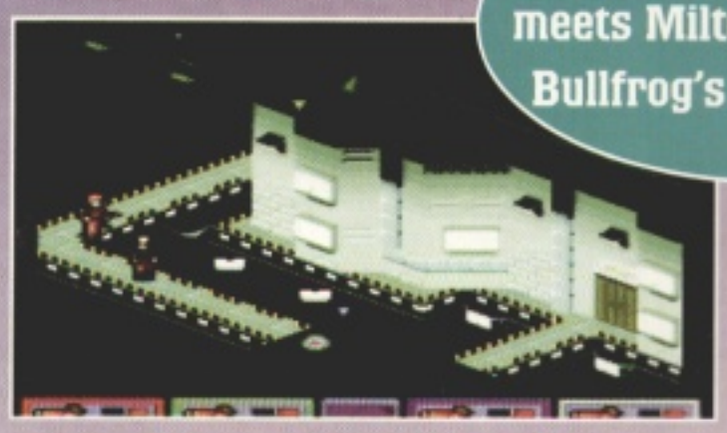
It's while the improvements are being made that I have to plunge into the game. This means splitting my time between learning how each step in the loop is taken, helping to keep the loop looping and getting to know the game. The first thing I do is play as many of the missions as I can. One or two don't work at all, which is hardly surprising since they're all first drafts, in write-o-speak. This means that there are plenty of opportunities to put something more into every level, which is a good thing.

> 'Not *Blade Runner* meets Milton Keynes, but Bullfrog's Surrey HQ.'

But this isn't just going to be a creative joyride. The missions have to be balanced; easy ones to begin with, gradually becoming more demanding later on. All the features of the game which haven't yet been incorporated into the SNES version have to find their way there. Every graphics glitch and bug has to be surgically removed, presentation features like sound effects and music have to be added... There's plenty to do.

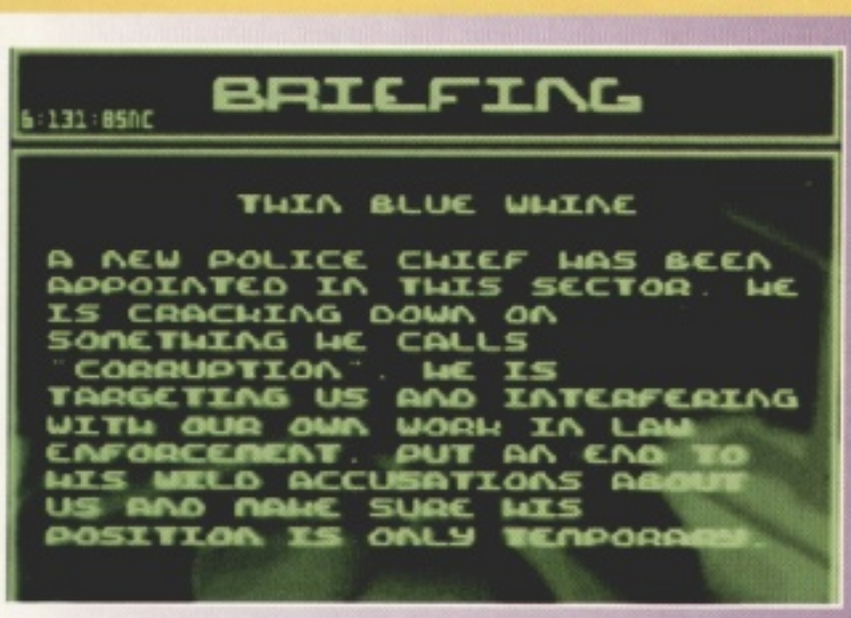
I find a copy of the original game for the sake of comparison. Before I know it, if I'm not playing *Syndicate* at work, I'm at home keeping the national grid's

Explosions matter a great deal. Using the correct weaponry, you can devastate large parts of the city.

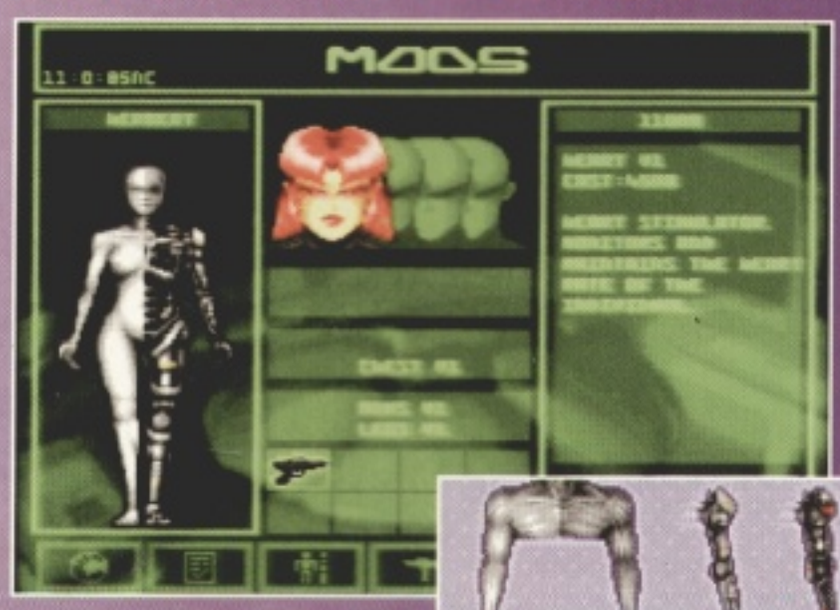


Exploring the levels will show you loads of secret places. Thusly, *Syndicate* will take ages to finish.

CORPORATE STRATEGIES

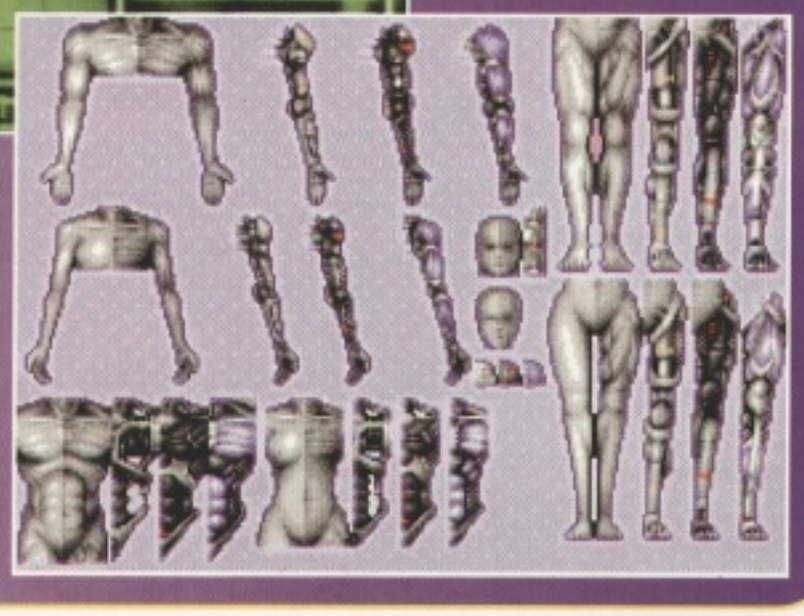

BRIEFING
6:131:85AC
THIN BLUE WHINE
A NEW POLICE CHIEF WAS BEEN APPOINTED IN THIS SECTOR. HE IS CRACKING DOWN ON SOMETHING HE CALLS 'CORRUPTION'. HE IS TARGETING US AND INTERFERING WITH OUR OWN WORK IN LAW ENFORCEMENT. PUT AN END TO HIS WILD ACCUSATIONS ABOUT US AND MAKE SURE HIS POSITION IS ONLY TEMPORARY.

Left: A typical example from the 61 SNES missions featured in the game. Note the casual, business-like wording of your brief.



Left and below: Having chosen a mission, you must assemble a team of cyborgs and equip them according to your budget. 'Assemble' is the right word – cybernetic implants can be built, but the research is expensive.

You control your agents from this airship floating above the city – hence the appropriate isometric perspective.



Those blobby things are robot droids. Luckily in this case, our man (the one on the right) has recruited them.

night shift busy. Oddly enough, the first time I set eyes on the PC version of *Syndicate* I see, not *Blade Runner* meets Milton Keynes, but Bullfrog's Surrey Research Park HQ. The resemblance is striking. It becomes easy to imagine the office surrounded by fences, fortified with gun towers, patrolled by police in body armour. People in trenchcoats can no longer be trusted. Spooky.

There are big differences between the two versions. The first thing I notice about the original is the attention to detail afforded by the high resolution PC graphics. What adds to this impression is that the thinner proportions of sprites and the smaller building blocks from which the maps are made make the PC version's cities look larger than they do on the SNES – they are about the same size. The differences run deeper. The architecture of the original levels is almost Roman in style and layout. The SNES game's levels have very different styles of buildings laid out in a different patterns.

The biggest difference is that, on the PC, the game is controlled with a floating pointer activated by a mouse; but on the SNES, where screen space is at more of a premium, Nintendo's multi-button controller pad is used to bring up information and manipulate it as you need it, during the game. Which means that you get a slightly different style of game.

Another big difference is in the way cities are built in the two versions. The PC version has cities constructed in a virtual 3D space. This means you can have roads on top of tunnels and gantries on top of roads. People can be higher up or lower down. The SNES, however, doesn't work like that. It only has a background plane and a foreground plane. It isn't easy to see how I'm going to translate that side of the original game onto the SNES.

> *Syndicate* missions involve things like assassinations.

By the end of the first month I've redefined the objectives of all 50 levels and written dozens of new mission briefs for them. Now the missions relate directly to the regions of the world where they take place. I name cities, regional politicians and VIPs and even get a word of Spanish on the Mexico map – all in the name of atmosphere.

These mission briefs are then sent along to Bullfrog's publisher, Electronic Arts, where the game comes under close scrutiny because Nintendo, who have to approve all games designed for its systems before they can be released, has never had a game quite like *Syndicate* on its hands before.

Syndicate missions involve things like assassinations, outright attacks on law and order, innocent passers-by getting caught up in crossfire, flame throwers etc – not the kind of subjects that happy and wholesome Mr Ninty normally thinks of as essential game ingredients. Indeed, the boffins at EA point to particular words or plots in the mission briefs and ask us if we could avoid them. They also point out that the blood from the PC version would not be acceptable to Nintendo; nor would flame throwers, never mind the fact that they turn civilians into walking barbecue briquettes. This gives me more to think about – sleep is becoming a distant memory.

However, I've only redesigned two maps and they've come together far too slowly, though I think I've made the missions more interesting. I must find a way to edit maps more quickly. The problem is that the PC I use is really slow. Until I get a replacement, editing a mission is a bit like trying to move Mount Fuji with a teaspoon.

I plough on through the levels. There are areas where scenery is scattered about instead of being used for effect. Buildings are scarce on many levels and lots of them are flat-roofed and of the same height; there are few large ones. Then again, there are some intricately designed ones too. The main thing is that the maps don't have the feel of depth that the original had with its overhead walkways and railways. But I don't have the option to add overhead walkways and railways because I've only got one background plane/one foreground plane limit. But I'm going to have to put them in, anyway.

Two weeks and a much more powerful PC later and I'm beginning to find ways of enhancing the illusion of depth. They are compromises but I think they work well. I add rooftop gardens and fire exits. And I learn that there are ways of making it look like you're playing on more than one level. I add tunnels leading from building entrances in the street, which open out onto backgrounds that look like rooftops. I put in an overhead road that turns into tunnel when it crosses a 'lower' road. Behind the scenes, this overhead road is really two roads, one on either side of – and both perpendicular to – the road that runs 'underneath'. Car detectors

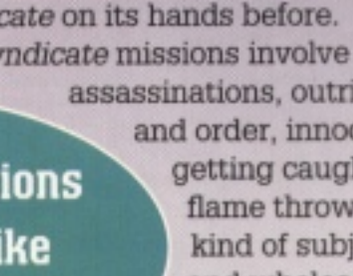
TOOLS OF THE TRADE

Pistols are the least deadly weapon available to your agents. In fact they're so pathetic that they're free. Shotguns and uzis start to give you the firepower you need and even before you've developed them, you can take them from fallen enemy agents or enforcer droids (police) and guards who've made the mistake of crossing your path. Heavier weapons include the minigun and gauss gun. With a minigun an agent can reduce a car to a pile of iron filings. With a gauss gun it's possible to take out an entire city block with a single shot.

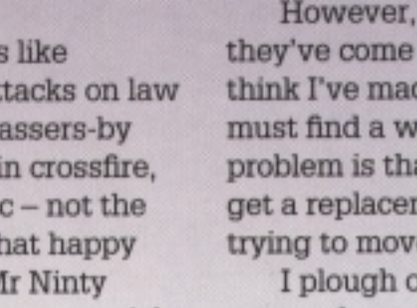
There are also specialist weapons, such as the laser ('fzzz' – where'd he go?), long-range rifle, and for the really destructive, time bombs. To defend your agents from bad guys carrying the same kind of kit, you can invest in energy shields which are expensive but ideal for strolling through infernos or a hail of lead.

Other equipment is available. The access card, for example, fools enforcer droids into thinking your agents are cops, but we're not interested in that around here. Enforcer droids make good target practice.

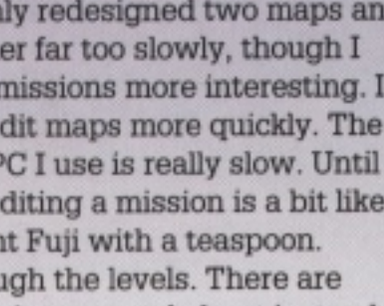
The 'Persuadertron'.



The long-range sniper rifle.



The good ol' uzi 9mm.



Pump-action shotgun, police issue.

The laser rifle. Groovy.

The pistol. Back-up only.

The minigun. Heavy artillery.

The ignition from a Honda Civic.

A personal force shield.

Above: Droids are usually the enemy, but you can 'turn' them. Left: A fore/background illusion creates this overhead walkway.

Left: You must move from country to country, gaining power for your Syndicate in each region.

Below: Getting caught in the open is bound to attract fire. Ow.

operate inside the tunnel, enabling the sprite to leap the gap between the two roads while it is hidden by the tunnel structure. The final effect works but you rarely see a car travelling 'overhead', so I concentrate more on the less sophisticated split-level designs. I do make more use of tunnels though, with an underwater complex of heavily guarded enemy agent cryo-chambers and a rooftop level where your agents have to use tunnels beneath a raised road system to get over the roofs.

Apart from designing new buildings, I add more overhangs and roof detail to some of those already in place and increase the height of others. A lot of buildings are re-arranged in patterns more reminiscent of the original. Areas on the edges of levels are built up considerably, to add to the impression of the scenarios taking place against a larger backdrop. I make the way objectives are achieved more complex and add as much incidental activity as I can. My tunnels and various rooftop cheats provide more opportunities for ambushes and other surprises I don't intend to spoil.

Meanwhile, there's a playtester bashing away at all the missions, reporting problems with the gameplay. Most of the bugs are graphic glitches relating mainly to the way people disappear and re-appear when they move around the edges of buildings. Occasionally, folk are visible through walls or fences. At other points, peoples' heads disappear when they walk close to the front of a building.

> 'Every day there's a playtester bashing away at all the missions.'

All of these glitches are caused by aspects of the level layout clashing with the way the programmer's sprite-drawing code works. Blocks in which background and foreground meet (along the bottom edge of a building or underneath an overhang) are tagged with priority blocks that tell the sprite whether it should be drawn in front of or behind the foreground. However, when the roof edge of one building (made of foreground cells) is a certain distance from the base of another (also made of foreground cells), the sprite's priorities clash and parts of the sprite become visible or invisible at the wrong moment. I've got to eradicate every glitch. And I have a plan.

The mission redesigns are completed about 10 weeks into the project. EA is happy with the revised mission briefs and Mark Webley and I come up with ideas for an alternative weapon to the flame thrower – but those shall remain a secret for now. The next two weeks are spent on furious testing and glitch blasting. And this is where my plan comes in. A playtester goes into a level and completes the mission. Then he walks his agents around, finding every nook, cranny, alcove, overhang or whatever corner might be harbouring a glitch, while I look over his shoulder with the editor running. When we find a clash I fix it. When we finish all 50 levels, Steve puts the fixed levels into the next version of the program. Then we make a new cart and I go through it all over again.

All the other features of *Syndicate* have been coming together. The animations are in (in 256 colours) and the sound effects and music are brilliant (better than the PC, due to the SNESes advanced Sony sound chip). All this is before Steve starts working on stereo effects. The strategy screens work and we add messages to tell you what you can do with the buttons.

The fun is working out what buildings like this do.

Finally, mission 51 goes in. The training mission I come up with is close to Mark's original idea. There are four zones, each separated from the others by gates. There are no roads or vehicles. Instead, the gates are randomly opened or closed as soon as you select the training level and your agents begin the mission from one of four possible locations. Best of all, the mission itself, and the weapons you need to finish it are different every time you play.

Now the project is coming to a close. Only a little more playtesting and tweaking remains to be done. It's your turn next.

Above: Vehicles are important in *Syndicate*. Not only can you destroy and use them, they can run you over if you're dim.

TOP GEAR

Apart from all the missions being redesigned for the SNES, there's a whole range of new vehicles, just asking for your 'borgs to take them for a drive. There's an armoured car which has a tempting shovel, making it ideal for the jaywalking patrol. Or maybe you'd prefer the nippier three-wheeler, or one of the more upmarket titanium teardrop models. There are hover cars and cars with tracks. To be honest, they're all useful when you've got to get from one side of a city to another quickly and safely. Best of all, you can shoot from them while you're on the move.

Above: Locating a vehicle, agents prepare for a spot of hotwiring.

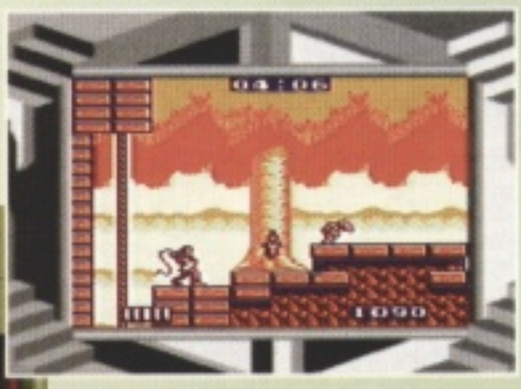
Left: Busy intersections can interfere with a mission's timing.

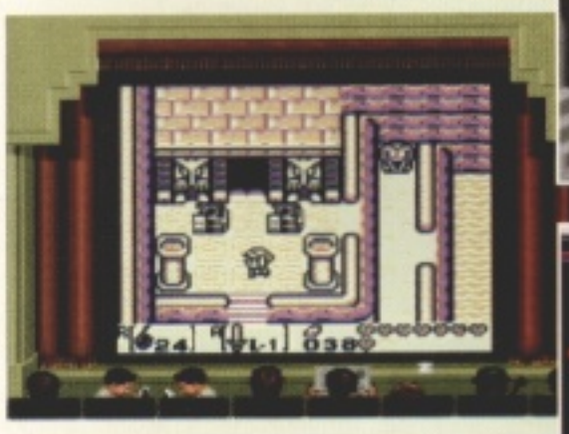
Right: Those arrows show all four agents cruising the boulevard.

SUPER

BY ZY NICHOLSON

Nintendo's new Super Game Boy adaptor for the Super Nintendo arrives in the UK. Is this the future of the SNES, or is a step backwards?





CONTROLS

Plug in both Super Game Boy and cartridge, switch on the power and you're greeted with a reproduced Game Boy image, on which the game's title screen quickly materialises. Controls are simple to pick up, and you can alter the set-up of your joypad to define which buttons you use to play. The Japanese have even developed a new SNES pad designed specifically for use with the SGB. At any time – even whilst the game is running in parallel – you can press L and R simultaneously to call up the Super Game Boy's icon-driven menu, which gives you a host of options to experiment with.

This stylised Super GB pad makes it easier to use the icon menu. Right: Link struggles in *Zelda IV*, whilst we change to a weird Escher-type border from a menu of 10.

COLOURS

Although it was claimed that the new Game Boy carts would support up to 256 colours, this is only true if you include the screen's borders. The game itself is still limited to a four-colour display, and even this can sometimes look better if you stick to a monotone. Many of the colours clash obscenely when used together, so we found it more effective to choose just one strong colour – a red or a green, say – and create four shades of it, using the lighter/darker mixing facility. Drastic primary colour mixes result in something akin to a 1967 Woodstock poster.

BORDERS

The game window occupies only half of the actual TV screen, so a choice of nine borders can be added to existing games to liven up the display. New releases such as *Donkey Kong '94* will contain their own unique borders: in *DK*'s case, it resembles the original arcade machine. There's even an option to draw all over the screen with coloured 'pencils' of crayon thickness. Pointlessly silly, in our opinion, but it means that you can embellish a picture of Mario with outrageous words and scenes of which Nintendo would certainly not approve. Hint, hint.

You may notice a few odd things happening if you leave the joypad alone for a while. In this cinema border, for example (see pic left), a lengthy absence of game action will cause certain members of the audience to fall soundly asleep. Eventually, the house lights will come on and their boredom will drive them to find other amusements...

SOUNDS

The SGB produces a full stereo sound signal, which becomes more noticeable on a high quality television driven by a SCART lead connected to the multi-out socket of the SNES. Nintendo assured us that *Donkey Kong '94* contains sound and music effects which take advantage of a superior amplification system, though we can't say we noticed much difference. Having said that, the musical repertoire of *Zelda IV* is still a remarkable achievement for a GB cart and certainly wouldn't shame your TV set.

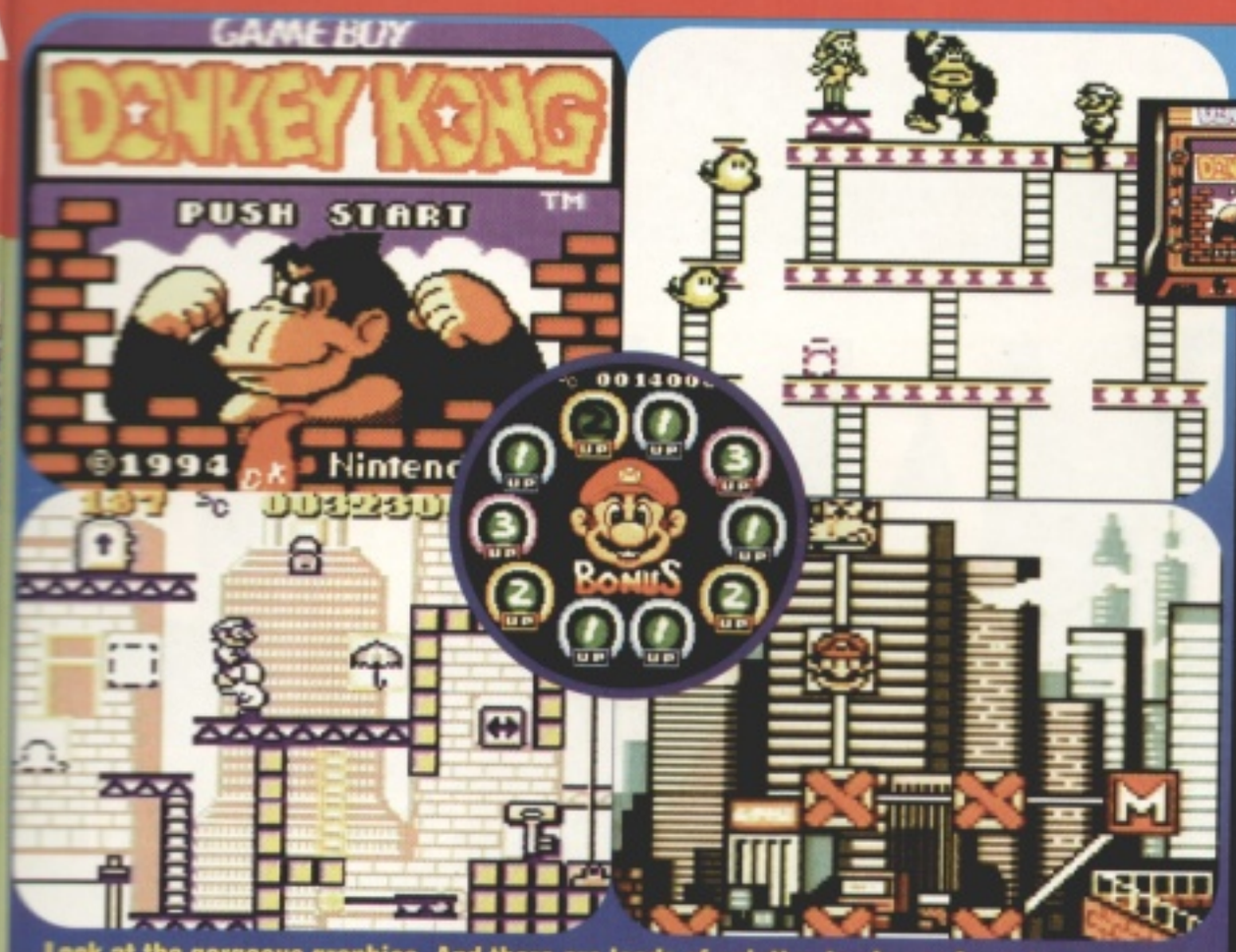
The ultimate advantage of the SGB is that it allows you to play cheaper 8-bit games with the added comfort of a decent-sized TV picture. The Super Game Boy will get its UK release on 1 September, and should retail for about £49.99. Be warned – we couldn't get this unit to work through ANY adaptor, so you'll need to buy the model specifically designed for your machine. If you have a Japanese Super Famicom, then you'll need to get hold of an NTSC model on import (and note that the square shape of the American cartridge's design won't fit in your console's contoured slot).

SUPER PLAY COMMENT

There's no doubt about it – the SGB is a smart piece of kit, and we've been digging out our old carts to give them a full work-out in glorious SNES-o-vision. However, we still have our reservations concerning the unit's potential success – especially as it costs more than a new Game Boy. Would *you* buy a Super Game Boy? And if you did, would you want us to cover the biggest and best new Game Boy releases? We invite your comments.

We'd like to know exactly what you think of Nintendo's latest Super Nintendo add-on, so jot down your mental meanderings, gut reactions or well-considered theories, and send them to: *Super Play*, Future Publishing, 30 Monmouth Street, Bath BA1 2BZ. We'll be giving a prize to the most intelligent or amusing entry.

R GAME BOY



Look at the gorgeous graphics. And there are loads of palettes to choose from, too.

DONKEY KONG '94

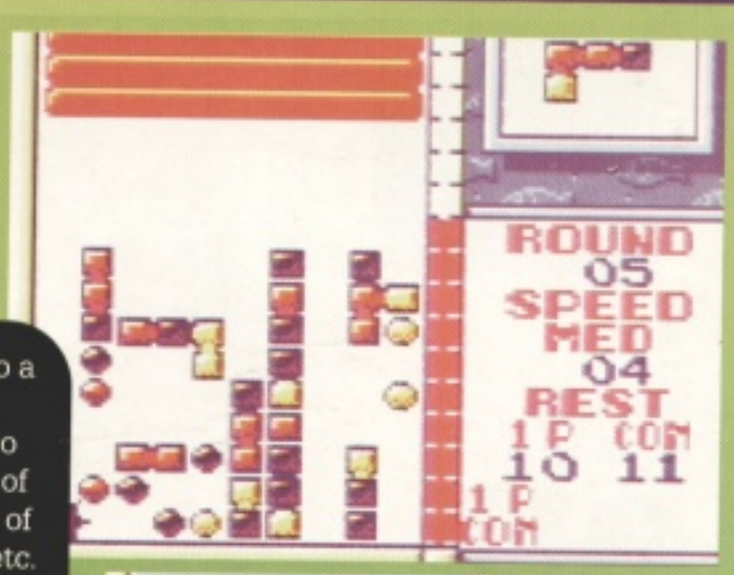
You can't go far wrong with a game endorsed by Shigs himself, it seems. It's certainly true for *Donkey Kong* – this is the best Game Boy platformer since *Wario Land*. At first, you'd be forgiven for feeling disappointed, though – the first four levels are straight reproductions of the original arcade game.

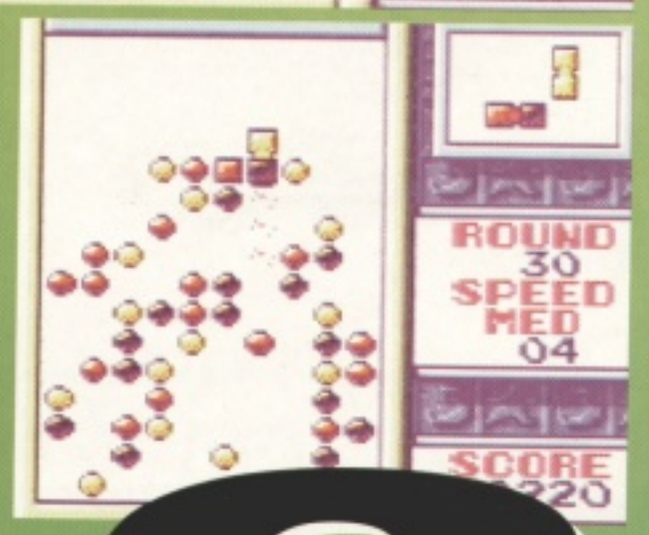
However, it soon becomes clear that their inclusion was borne out of a tributary gesture, as the levels which follow are multi-scrolling sprawls which include all manner of new features and obstacles. And negotiating conveyor belts, high wires, switchable bridges and ladder sections is a breeze, thanks to the finely-tuned and Mario-like fashion in which, er, Mario moves.

If you remember such classics as *Miner 2049er* and *Bounty Bob Strikes Back* (games which many claim started platform games as we know them), you'll feel instantly at home with *DK*. The concept of collecting a key and making it to the level exit is very old school but none the worse for it.

DK '94 has been second only to *Wildtrax* in the most-played stakes at *Super Play* this month – even then it was a close run thing.

Take a close look at these pics. Colour Game Boy *Tetris* screenshots, for heaven's sake! Marvellous stuff, eh?





How would you improve *Tetris*? It's a tricky problem. Muck about with the game and you'll spoil the magic. So you have to change it completely. Which is what Bullet-Proof Software have done.

Imagine a cross between *Tetris* and *Puyo Puyo*. When you start a game, there are several round blobs scattered around the screen. But at the bottom you find at least three of the blobs, each a different colour (or pattern on a mono Game Boy). The idea is to incorporate these into a line, vertical or horizontal, of three blocks of the same colour.

Square blocks drop from the top like old *Tetris*. These are combinations of the three colours, and you must connect together three or more blocks of the same colour. These then disappear.

What you're after are the flashing blobs that were there at the start of the level. If you incorporate one of these into a three-strip of the correct colour, it disappears – and so do all the other round blobs of that colour. This causes lots of other blocks to shift down, etc.

Tetris 2 is addictive. There's a split-screen two-player battle mode in which every disappearance of a blob causes an impenetrable line to appear at the top of your opponent's playing area (on the Game Boy you need two machines, a connecting cable and two copies of the game).

TETRIS 2

WILD

LEARNING TO DRIVE

You'll need to throw all of your *Super Mario Kart* preconceptions and techniques straight out of the window when you play *Wildtrax* – they're entirely different animals. Finishing first in the later races in *Wildtrax* requires total mastery of every control and learning their intricacies takes hours of practice. A quick few lessons, then...

LEFT and RIGHT on the D-pad steer as you'd expect, but UP and DOWN, unusually, perform functions too. When airborne after hammering over a ramp, it's a good idea to tickle the D-pad up or down to adjust the car's angle. This is done to match it with the landing surface, thus preventing nose-on-concrete crunches, etc. Also, it's purported to assist in the negotiation of hills and drops, but the difference in practice is negligible.

B is the standard acceleration control whilst Y induces what the game calls boost. This is a form of turbo charging which radically improves speed but diminishes rapidly. A acts as a brake or, if

You won't set any world-beating times with this little chappie – he's strictly for beginners.

The rather puny-looking all-rounder of the bunch with average speed, acceleration and handling, making it best suited to those starting out in *Wildtrax*. Its diminutive stature also means it negotiates obstacles more easily than others.

COUPE

4WD

If it's laughs you're after then choose this beast of a motor. The jacked-to-maximum suspension and jumbo tyres mean that its ride tends to be an extremely bouncy experience. Rough, tough and great fun over the stunt courses.

This is the sort of car Lee Majors would drive. Only if he was still doing *The Fall Guy*, of course.

F-TYPE

Another of the F-Type's trade-offs is its handling. You'll need to be patient.

If this were in *Mario Kart* it would be a Bowser or DK Jr-type drive. Its slow acceleration and the hard work handling it mean it's a car for experienced drivers. Watch out for crashes, too: its lack of robusticity can cause big problems.

On the selection screen the chosen model rotates in a little window.

VEHICLES

Let's face it: a driving game with only one vehicle is about as flexible and fun as a car with automatic transmission. What we want is variety and *Wildtrax* more than provides; with a selection of four vehicles each offering different levels of body strength, acceleration and top speed. This means that each one has its own unique feel and spoons on added longevity. And you've never seen motor cars with such personality!

your vehicle is stationary, reverses you out of trouble. X performs a momentary Dick Dastardly extending-suspension manoeuvre which is used to pass opposing cards instead of overtaking. Not an essential technique, but valuable later in the game. The L and R controls perform severe, jarring left and right turns, and *are* an essential technique. Learning the correct blend of L and R and LEFT and RIGHT on the D-pad is the most fundamental of skills to perfect, as cornering ability at speed is paramount to success.

The 4WD ably demonstrates a hard right turn. Probably about time to straighten things up though.

Above: Time for a bit of mid-air jiggling methinks. Left: There's plenty of room for underhand tactics.

TRAX

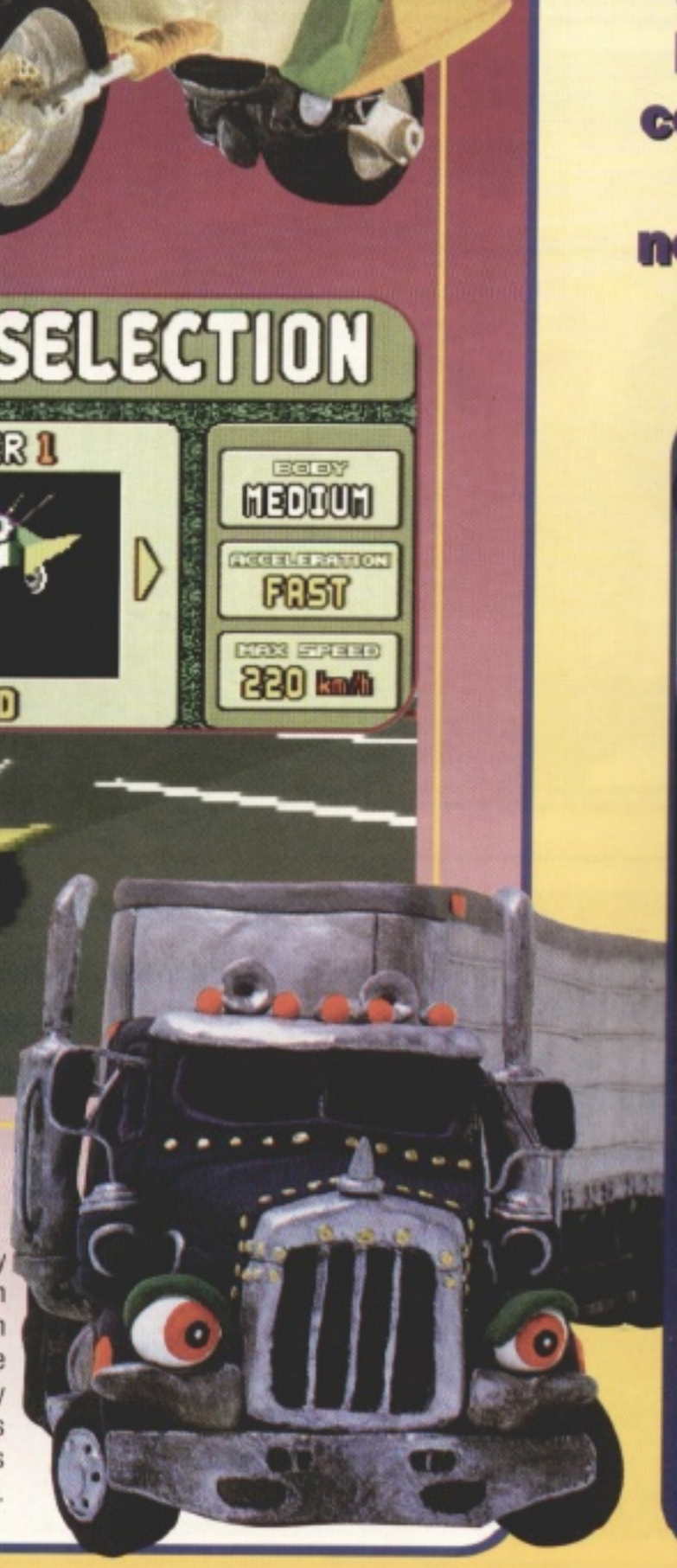
Japanese Release

Game: Wildtrax
Publisher: Nintendo
Developer: Argonaut/ In-house
Price: £70-80
Release: Out now
Players: 1 or 2 simultaneously
Cart ROM: 8 Mbit + BB
Adaptor: NTSC only

2WD

The 2WD is essentially a high-powered motorbike. It's the top machine of the four, with unmatched acceleration and turning circle. It only becomes available in Speed Trax after you've finished every level with another vehicle, though.

Wil's a skillster – he finished the game before most of us had done the Expert level. The swine.



Some talented Nintendo artist actually created all of the game's bits and pieces in modelling clay, for use in the instruction manual and in ads across Japan. They're great aren't they? Well, a bit squidgy perhaps, but great all the same. Doubtless the Western depictions won't be nearly as appealing and probably a bit crap, too.

What is it about Super FX games that causes confusion? First *Starfox* became *Starwing* and now it's going to happen all over again. Grrr.

Different views are called up via a swift stab of the select button. You'll soon find your favourite.

The default is an above-and-behind perspective a la *Super Mario Kart*, but most people opt for the second, more removed one which gives them a wider and further-reaching view of the oncoming track. The last view is an in-car affair which is the least popular – for reasons which should be immediately apparent from the piccy. Its upside is that the action becomes speeded up because the SNES doesn't have to fiddle about drawing the player's vehicle. It's a good view for showing off the power of the Super FX2 chip, if nothing else.

One final view becomes available on the bonus sections, taking a pseudo-birds-eye slant and not giving much indication as to what's coming up. Needless to say, it's a bit of a bummer to use.

ZY SAYS...

We almost broke our *Wildtrax* cart this week. I tried to take it home, but was wrestled to the ground by James, who spouted some nonsense about editorial priority. Desperate for first dibs, the boy Mott entered the set-to with a flying tackle, sending the cart arcing towards the open window. It was caught in time by Wil – who seized the opportunity and scarpered from the office with his prize catch. The mardy git.

We currently share a room with our sister magazine, *Mega*: and recently I've been having a few games of *Virtua Racing* on the Mega Drive. I was quite impressed by the speed and power of the three-dimensional graphics rendering. Now that I've seen *Wildtrax*, however, I don't play *Virtua Racing* any more. It's true that *Wildtrax* doesn't have quite the same smoothness as *VR* in terms of screen update rate, frames per second and the like: but the graphics are easily superior, with more colours, better shading effects and ambitiously complex environments. The result is a more playable and involving game – demonstrated when, emerging from a cloud bank in Sky Ramp to find myself being strafed by Starwings, I actually ducked in my seat. (As a result, an assassin's bullet passed straight over my head and ricocheted from a filing cabinet. Tch, eh?).

Wildtrax majors on variety and playability, and it's full of gorgeous little polishes that reveal the guiding hand of Miyamoto-san. It won't take you ages to finish it but, like *Mario Kart*, I believe its longevity will reside in competitiveness. Even if there's nobody around to play Battle Trax against you, the battery back-up means that you can work on improving your own times, then hand the cart to a friend who'll try to better you on each track before returning it – and so on.

● Zy Nicholson

EASY RIDE

Easy Ride is the first track of the section – it's set to ease you into the action.

An example of how not to handle the first corner.

Nearly home, get ready for a wave to the crowd.

The checkpoint's up ahead; pass it for extended time.

Down into the dip and under the bridge. Easy.

AQUA TUNNEL

A firm office favourite with plenty of things to see and do, this one. Pay special attention to the tunnel – it's fantastic!

This trough is a gittish obstacle. Find the right line.

Water looks trickier than it is, just give it some beans.

Listen *carefully*. Can you hear the incredible echoes?

Those three little fishies actually follow your car!

Below: These wild horses just about make it out of the way as you pass. Phew.
Right: A happy snowman. So drive into him and turn him into slush. Tee hee.

You're tempted to leap for cover as jumbo jets take off over this bit.

A wrecked cruise liner? An ancient Spanish galleon? Crop circles?

2'55"37

COO!

You won't be able to play *Wildtrax* properly for the first couple of goes. You'll be too busy stopping your car in amazement, turning it around and marvelling again at that incredible little detail which you just passed by.

SPEED TRAX

The main game is a race against the clock and three other cars. Either line up against the default copy of yourself plus the two unchosen vehicles, or make up the field yourself; giving you the option to race with three other 4WDs, for example. Three classes are available to race in: Novice, Expert and Master – the latter only becoming available after you've completed Expert, much like the 150cc option in *Mario Kart*. Over this spread is the Novice class in its entirety, covering the first four tracks in the main game.

Keep a look-out for these: blue replenish used boost and red, your damage meter.

Beware – Mick Jagger and his band ahead. Sorry.

Fending off opponents is even harder in this section.

Hold it right here – those walls can be nightmarish.

Avoid that lump of rock and it's a romp to the finish line.

SUNSET VALLEY

Sunset Valley has an almost ambient atmosphere which belies its often tough layout. Nasty.

NIGHT OWL

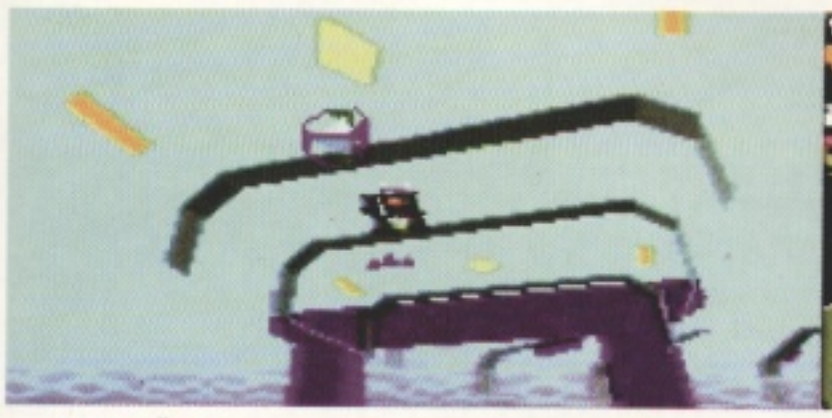
Moody, twisty and the most testing yet. Be prepared to use lots of hard turns.

Texture-mapped fencing coaxes you back on line.

Blast, blast and blast some more down this straight.

It's easy to lose control here, so land carefully.

The first corner presents no real problem – just drift.



Left: Nintendo grab an opportunity for a spot of advertising, with texture-mapped Mario, Fox McCloud and Kirby hoardings. Below: The dolphin which earned a mention in our preview last month.

Above: The utterly fabulous Attract mode. We reckon there's a cheat to get this view in the game. Right: It's Fox McCloud!

JAMES SAYS...

What does this game have to be before I'd buy it? It has to be fast, playable and exciting. It has to have enough vehicles, tracks and scenarios to keep me interested and it has to look and sound good.

OK. Let's be analytical. *Wildtrax* is fast. It's smooth enough to convince me that what I'm seeing is continuous movement, rather than jerky screen updates. In one-player mode, it's fast enough to make you sweat as you tear around the courses; and the two-player battle mode, whilst a more simplistic game, is still swift enough to pump that adrenaline.

Playability? No problems there. You'll spend a few minutes getting to grips with the feel of each vehicle, then you'll be off. Of course, you get better the more you play the game. And once you've mastered not crashing, you can work on getting your lap-times up and learning all sorts of evil overtaking and barging moves.

Exciting, is it? Yes. Most racing games have the potential to be, but *Wildtrax* hits the spot. Whether you're ahead or behind, the crazy way the races unfold means that you can't ever be sure how it will all turn out. There's so much going on, and the cars are so well animated that you won't get bored.

Enough to keep you interested? Loads of tracks, four vehicles to choose from, bizarre bonus levels, battle mode, multi-car races and other options make all the difference. And the flexibility of the game is there, as well. Instead of it just being a flat-out race, you've got turbo boosters, jumps, damage meters and obstacles in the way. You can even drive round the tracks the wrong way. Very useful if you're undamaged and a head-on-collision with your opponent will destroy him totally.

Looks and sounds? Every track has a great little bouncy tune, plus there are great smashing, revving and skidding sounds as well. The crowd even cheers as you flash past the start/finish line.

Graphics? Look at them. Smooth, brightly coloured, very stylish and humorous. The cars fly apart marvellously, and all the animation is spot-on.

Wildtrax is by far the best driving game on the SNES.

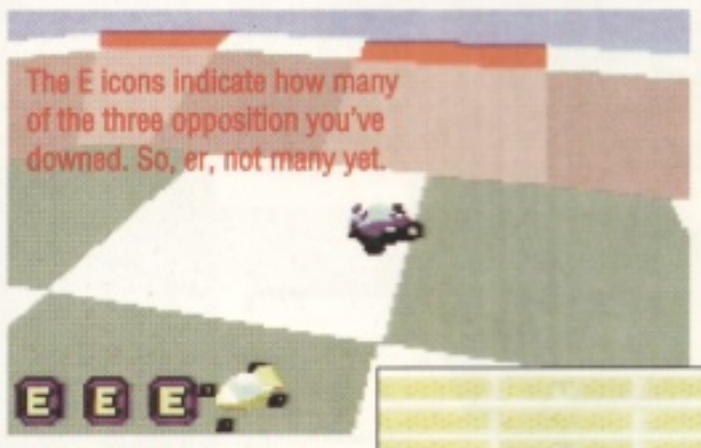
● James Leach

BATTLE TRAX

Given that a head-to-head mode would involve the SNES doing twice as much work as a one-player, it was inevitable that it would be a simplistic one. And so everything is scaled down and the four tracks are all pretty much empty of the features so abundant in one-player mode. It's worth playing about with, though, and best appreciated in short spurts in between bouts of the intensive main Speed Trax game. And don't try playing it on your own with nobody at the second pad – the SNES knows you're cheating and takes control.

Even though it's simplistic, we've still managed to waste an inordinate amount of time playing the Battle Trax mode this month. Proof, if it were needed, that even *Wildtrax*'s weaker aspects are still great.

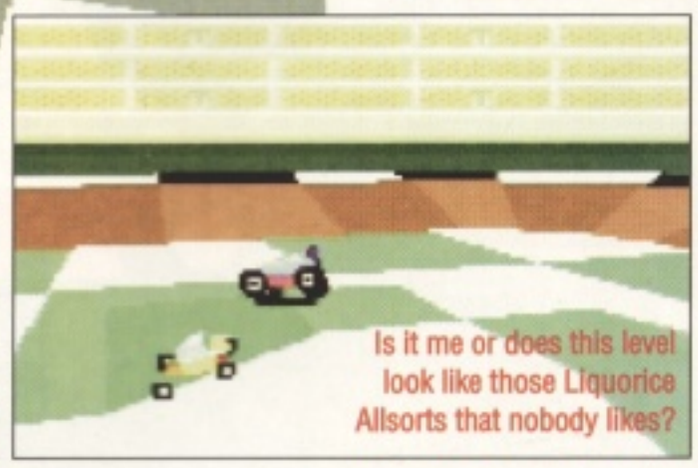
These mid-track obstacles are about as complex as they get in the Battle Trax game.



The E icons indicate how many of the three opposition you've downed. So, er, not many yet.

Ha! Got one! Smithereens satisfyingly flying off in all directions. I love it.

Invisible barriers bounce you back into play when you miss an opponent – like this.



Is it me or does this level look like those Liquorice Allsorts that nobody likes?

RADIO CONTROL

It's hard to believe how much has been crammed into this cart; there's even a diversionary sub-section in the Stunt Trax mode called Radio Control. In it you choose one of four oval-shaped pans in which a mini-demolition derby takes place. There's no damage meter, an unlimited boost supply and you've got to take out the three opposing vehicles by bashing into them. The viewpoint is, logically, as if you were looking down on remote controlled cars! It sounds simple, but there's a modicum of strategy which needs to be applied – in order to smash the others to bits as quickly as possible.

Apparently, *Wildtrax* is currently a mega hit in Japan, making import copies scarce.

BONUS BITS

Half-way through each Speed Trax section you're given the option to take control of the articulated Wildtrax lorry itself. The steering switches to analogue – point the front wheels in one direction and they'll stay there – and you're faced with a course made up of two-bar markers, which endow extra time for the next section when you roll over them. Complete a whole circuit against the clock and you will earn a bonus car (or 'life'). And that's it. Bloody difficult, cleverly done and a real hoot.

Let's put that away for safety's sake.

Yep, we've got the right idea here.

And here. Yes, we're going well.

Oh damn.

STUNT TRAX

This is the option which will get people boasting to each other about their own performances. The four tracks of Stunt Trax are made of elements such as banked ramps, teetering runways and even half-pipe-like sections, all spread over time-limited sections.

The ultimate objective on each track is to collect the 40 stars dotted around, sometimes in the centre of octagonal dish-like things, sometimes at the pinnacle of mounds, and occasionally in hard-to-reach places. Time limits are strict but the pressure is alleviated by a steady collection of stars which replenish the clock to degrees, depending upon their colour (two for yellow, five for red). Oh, and you begin each track by stomping out of the back of the Wildtrax lorry which is parked at the start. Flippin' brilliant.

Gentlemen...Start...Your...Engines! These bits take lots of practice.

That's two seconds to me. Follow the arrow.

Well do what it says then. Eek! Me wheels're on fire!

Hold your breath in this bit. Take care not to lose your shocks.

CRASH, BANG, WALLOP!

You'll see lots of this sort of action when you start out playing *Wildtrax*. Sadly, those stars don't indicate any kind of bonus; they're merely a 'comedy' dazed effect.

The singular most weird point in *Wildtrax* – and there are a few in contention – is the behaviour of your vehicle when you collide with an opponent or a trackside obstacle. Minor collisions cause the entire bodywork to blow to bits, then immediately shrink back into place – as if each panel were fixed on elastic mountings. More extreme scrapes make you grind to an immediate halt leaving just a pair of eyes in the centre of the screen, as you wait for the pieces to (slowly) come back together.

Left: Turning a hard-top into a convertible in one easy step.

Below: Some form of crash close-up view.

How we laugh when the little coupe's wheels fall off. It's cruel really.

The map will always be in view, but following it isn't always easy.

GOOD, BAD OR UGLY?

From the moment the cheeky horn honk parps forth when you power this game up, you somehow instinctively know that *Wildtrax* is going to be another in the lengthy line of sterling Shigero Miyamoto's productions. And it's refreshing (after all the 'Hmmm, not sure about that' criticisms which have been levelled at *Wildtrax* since the June '93 CES), that it turns out to be, along with *Metroid*, the highlight of the SNES' year so far.

As James says in his editorial, the screenshots spread liberally over these pages can't hope to begin to give this game justice. You'll need to experience it all first-hand to appreciate what it has to offer; the speed and silkiness of screen update; the beautifully-realised tracks and ingenious little sprinklings. But more than all of those, that Nintendo-guaranteed playability tucked away at its heart. You can then appreciate this for what it is: one of the cleverest and most expertly-designed video games *ever*.

In driving game terms, there's nothing to touch *Wildtrax* for flexibility – it makes other efforts look like backyard pram races by comparison. Its finesse in this department is such that it's sometimes hard to believe the amount of work which has gone into the game to simply make each vehicle handle and behave so differently. Learning to control every one to an advanced degree will take hours of practice, and those hours will quite easily represent the best way to spend time with your SNES this Summer, I reckon.

We've had the cart in the office for a while now, and even as I write this there are still people huddled around our SNES, caught up in a mixture of shouting, laughing and grrring as they take on each other in the head-to-head mode, or try to beat one of Wil's spawny track times in the straight game. There's not been a title to touch this for a long while when it comes to generating interest around here, that's for sure.

If you've ever had even the slightest interest in racing games, then you can't afford to miss an example as polished as this. Even if you haven't you should still be able to enjoy it as one of the finest SNES games ever.

● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
94%	89%	94%
GAMELIFE	OVERALL SCORE:	
90%		93%

VERDICT: This is the most playable and varied racing game ever. A SNES without *Wildtrax* is a SNES not worth switching on. Almost.

OH, MY HERO!

HANZOU (Iga Ninja)

Ryu to Fuuma's Ken, if you like. He uses standard Fireballs, a Dragon Punch move and this highly effective spinning attack.

RASPUTIN (Sorcerer)

Russia's greatest love machine has magical over-sized hands, feet and, um, probably some other things too.

CAPTAIN KIDD (Pirate)

Terror of the high seas, but Kiddy to his friends; Cap can bring forth such oceanic attacks as killer sharks and galleons.

MUDMAN (Shamen)

Ha, he always makes us laugh does Mudman. Go on, have a look at that special move and do the same yourself.

KIM DRAGON (Martial arts)

I think the source for this chap is obvious. His Honda-esque Turbo Punch works with a ferocious Flying Dragon.

BROCKEN (Military officer)

Human tissue over metal endoskeleton (er, right...), Brocken can create electricity blasts and fire high and low missiles.

RYOKO (Judo queen)

Regardless of her (apparently) royal reputation, Ryoko is a fairly weak fighter and not up to scrapping with the big guys.

FUUMA (Fuuma ninja)

Hanzou in different-coloured robes, really. *WH2* fans will no doubt find their fave of the pair, just like people do with *SFII*.

Gamers are crying out for original ideas. But Takara give us more Neo Geo conversions. Still, they're getting better, that's for sure...

Japanese Release

Game: World Heroes 2
Publisher: Takara
Developer: Saurus
Price: Approx £60
Release: Out now
Players: 1 or 2 simultaneously
Cart ROM: 24 Mbit
Adaptor: NTSC only

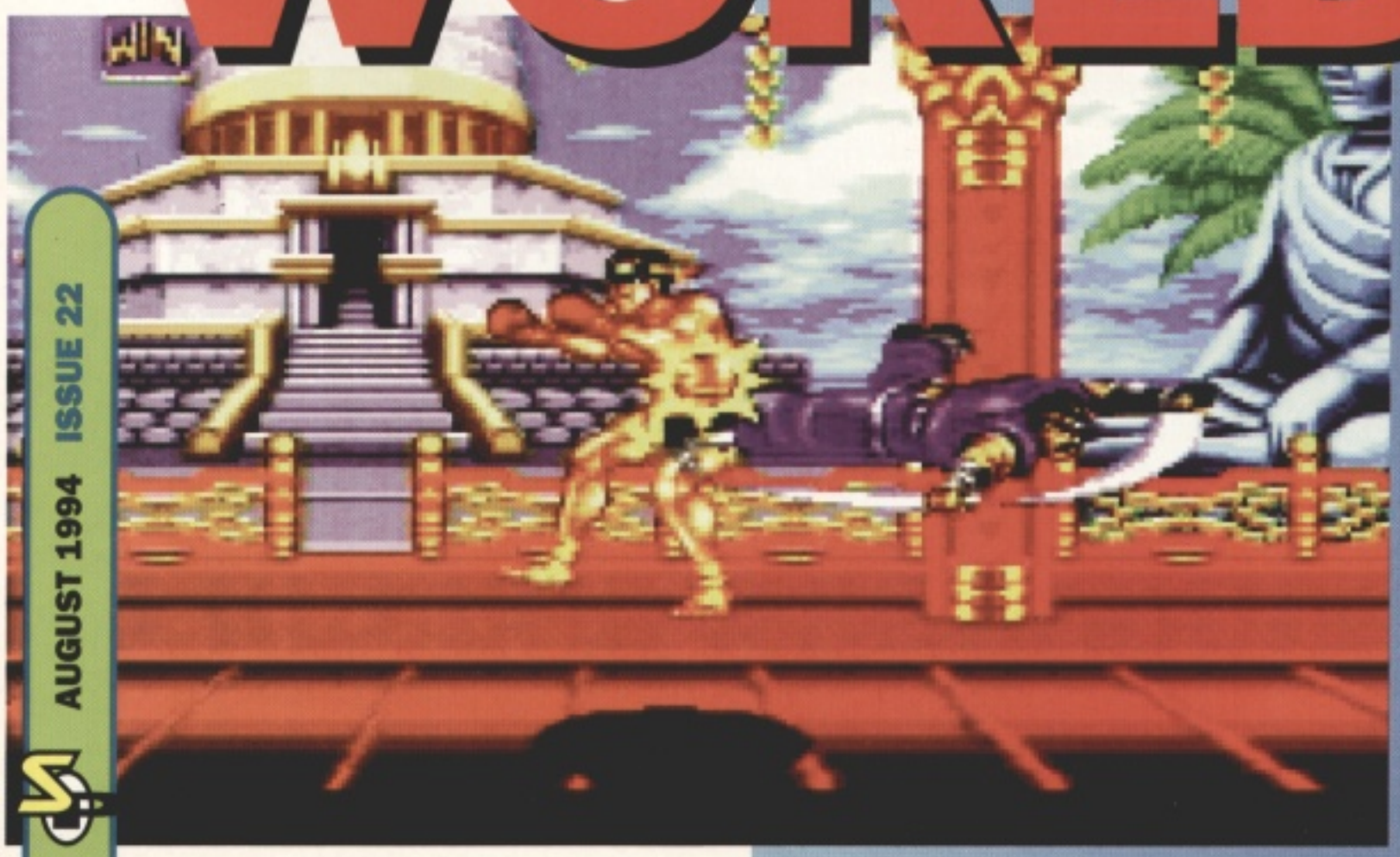
FIGHT TO SURVIVE

The survival match option dots obstacles around the play area. Here, Captain Kidd demonstrates them all.

Ooops! Mines. Nasty.

This pic: A rumble in the ring. Not spo
Left: Aargh! Me pacema

WORLD HE



GOOD, BAD OR UGLY?

I wonder how many copies of *Fatal Fury*, *World Heroes* and *Fatal Fury 2* actually sold in their SNES guises. It must have been a fair few, considering the seemingly irrepressible wealth of Neo Geo rumblers which keep filtering down to our humble little machine. No bad thing really (more choice and all that), except that the stuff we've been getting up to now was originally developed by pure SNK guys. By that I mean we aren't yet in a position to enjoy the delights of *Samurai Spirits/Showdown* – purportedly the first game to be written by the bods poached from Capcom's original *SFII* team (and the only true rival to *SFII*, frankly).

World Heroes 2 is a good example of

A Genghis Khan fan obviously, with strong charge moves and a spike-laden helmet. Bit of lump, though, speed-wise.

Displaying blatant disregard for the rules of her sport (check out her foil), this lady is handy, if a tad unwieldy.

Shura's Flying Tiger Kick sends him scorching miles up into the air. Other than that, though, he's no world-beater, really.

A disturbing bloke. He's got funny glowing eyes and some American football-related moves. Slow, but tough.

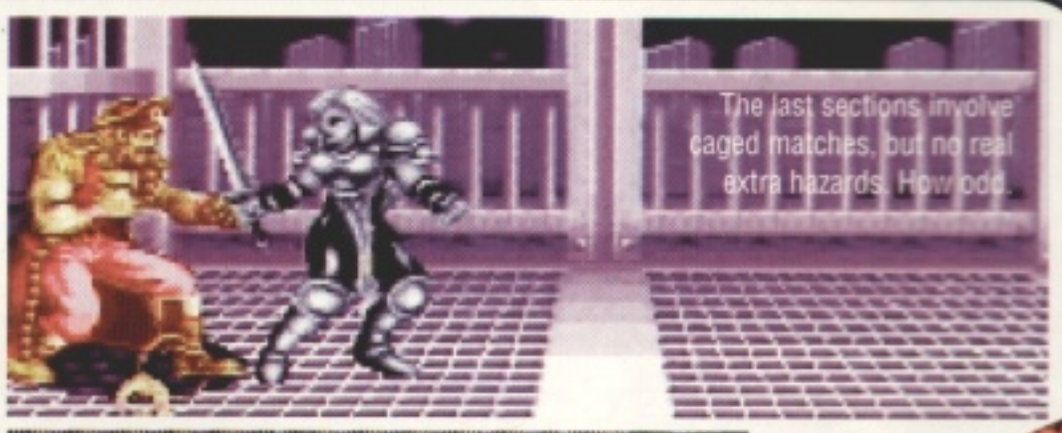
Logically enough, it's mostly throws and hefty punches/kicks with Mr Spandex Pants. He's slow, and not a personal fave.

Tim Robbins wasn't available, so they got this fat git. Some killer moves, though, most notably his 'ammer attack.

As in the original, Neo Geegus has the annoying ability to transform into any one of the 12 standard characters at will.

The strutting, posing, preening end-of-game boss who's not actually as hard as he looks. Great spinning attack, though.

Top: Brocken gets the point.
Above: A saw point, obviously.
(I really am sorry about these).



WORLD HEROES 2

SNK's former not-quite-there way of doing things. I'm not saying it's a bad game at all, in fact lots of things in it are up there with the best of the rest. There's no denying, though, that the game engine running underneath it is like a flaw in a precious stone. If we'd all been born and bred on *World Heroes*, instead of *SFII*, I'm sure that the grumbles I have with *WH2* wouldn't be nearly as amplified as they are; instead I'd probably accept them as the norm. History dictates otherwise of course, and I'm forced to notice that the characters feel a trifle slow, have unusual weighting and that their moves sometimes appear a touch vague – occasionally even unwieldy. These points all mean that this isn't going to give Joe Morici and co many sleepless nights.

In its favour, though: some beautiful backdrops, the vast range of characters with their often crazy and unique moves, plus a hefty quantity of chucklesome speech. The survival match option too, is an appreciated touch; including seven extra backdrops and obstacles which really add to the package's appeal. And it's certainly a big package – just weighing up the huge amount of graphical data packed in here (16 characters with stills and over 22 animated backdrops), it's easy to see where those 24 megs went.

This is probably as good a conversion of the Neo Geo original as you could expect to see on the SNES. It's certainly evidence that Takara *do* know their stuff after all, and, if you loved the original game, I recommend that you buy this with extreme haste.

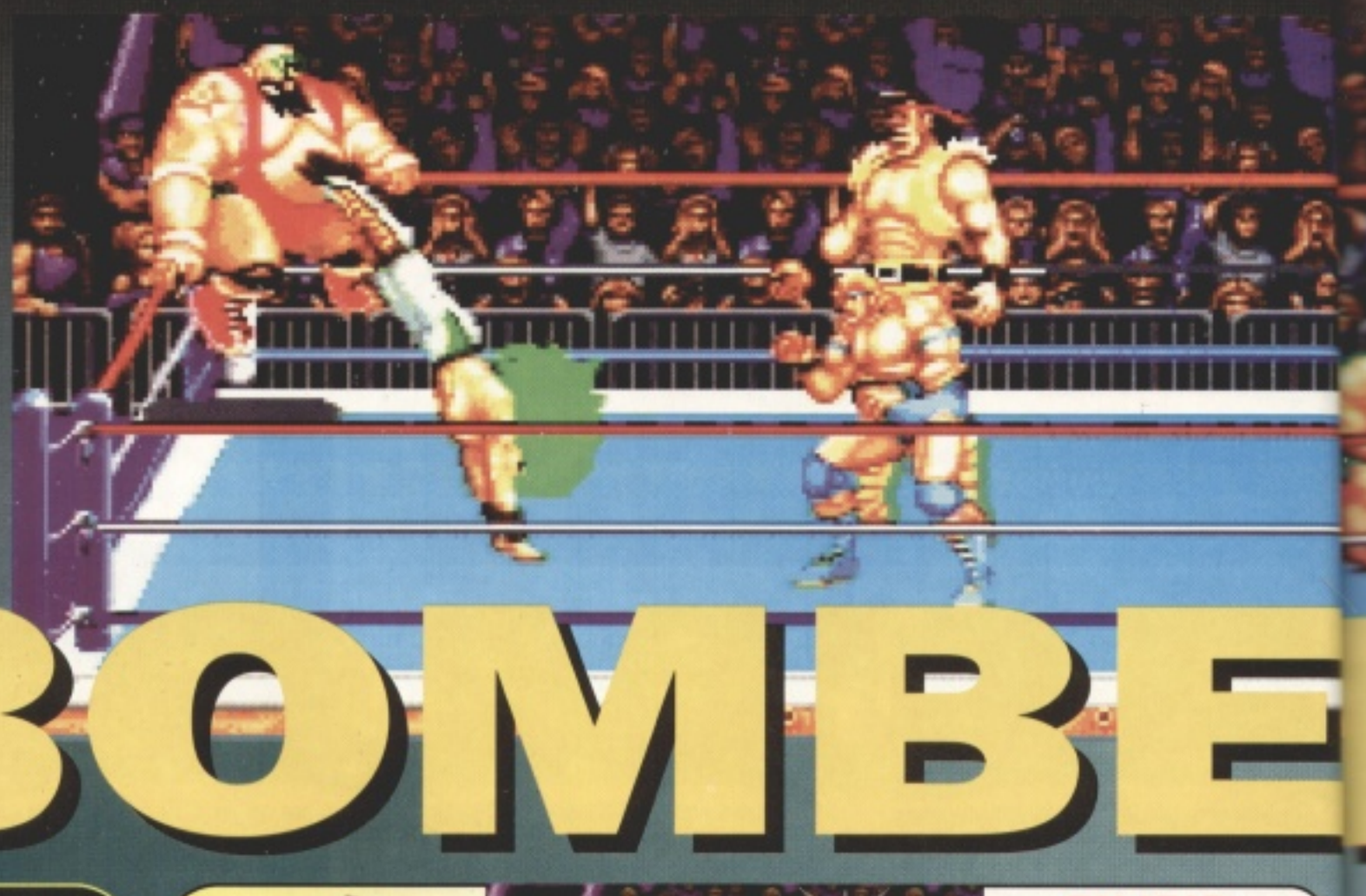
Personally, though, I'll be waiting for *Samurai Spirits* before I go mad over any Neo Geo conversion.

● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
82%	79%	80%
GAMELIFE	OVERALL SCORE:	
78%		80%

VERDICT: ***World Heroes 2*** **has a definite Neo Geo fighting game feel – which is fine if you know what to expect.** ***Street Fighter II*** **stalwarts may not be immediately keen; but take time to learn its feel and you'll realise that there** ***is*** **more to life than** ***SFII.*** **(But not much.)**

This game's full title is *Muscle Bomber: The Body Explosion*, but there's no exploding bodies here. Just lots of grunting, gouging, and blubbing.



MUSCLE BOMBER

GET READY TO RUMBLE!

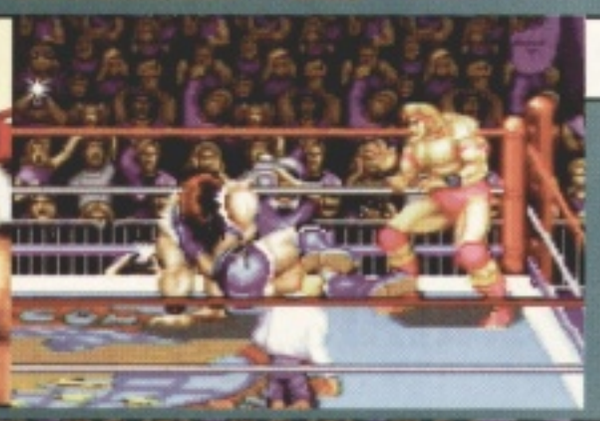
Eight bruisers line up to take part in CWA (Capcom Wrestling Association) matches around the globe. There's your usual selection: fat ones (who seem to prefer wearing leotards for some reason), thin ones (who look about as scary as Mother Theresa), plus a typically weird supplementary mob.

ZALAZOF
Ht: 192cm Wt: 120kg

Fighting game tradition dictates two things: that there's a good all-rounder, and that he/she will have another fighter, almost identical to themselves, in the game. Have a guess where Zalazof fits into things.

BUDA
Ht: 182cm Wt: 100kg

A glitter-spitting Oriental bloke with a penchant for fancy costumes and weird moves, including one whereby he grabs his opponent and spins around his neck! A silly hairdo, but a tough little cookie.



TITAN
Ht: 236cm Wt: 196kg

A relative of T Hawk maybe? He certainly has the same chiselled features and girly habit of putting feathers in his hair. He's the big blighter of the game with a breakdance-like special move.

STINGER
Ht: 168cm Wt: 74kg

Stinger's the closet thing you'll get to a traditional English wrestler, with a Kendo Nagasaki-ish face mask and his not-really-up-to-American-size-standards-really stature. Great corkscrew, though.

HAGGAR
Ht: 202cm Wt: 140kg

Yep, Metro City mayor-turned-vigilante has reverted to his original trade. He brings with him a Zangief-like killer 360° spin, a frame packed with rippling sinew and that very suspicious moustache.

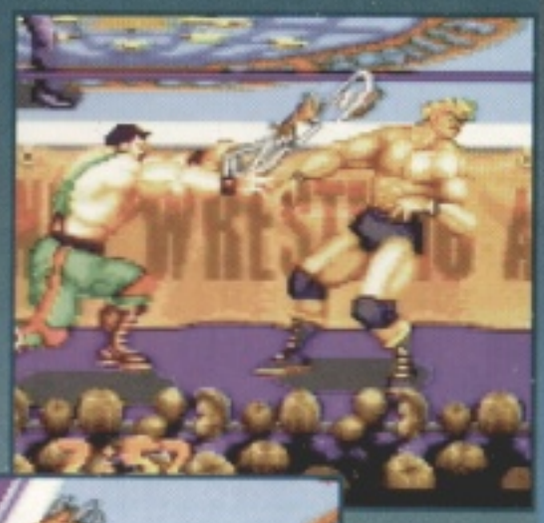
Kicks, presses, and a bit of sitting around looking flabby and useless – it's all happening here. When is somebody going to snap up the license to *World Of Sport Saturday Afternoon Wrestling*? That's what I want to know. Ah, Rollerball Rocco, those were the days. Sigh.

Japanese Release

Game: Muscle Bomber
Publisher: Capcom
Developer: In-house
Price: £79.99
Release: Out now
Players: 1 to 4 simultaneously
Cart ROM: 24 Mbit
Adaptor: NTCS only

GRAB AND SMASH

Half the fun of watching 'real' wrestling is gleaned from the combatants' willingness to perform illegalities – such as cracking each others' heads open on the steps leading up to the ring and giving each other wedgies when the ref isn't looking, that sort of thing. *Muscle Bomber* reflects these dirty, underhand tactics by conveniently placing potentially lethal objects outside the ring; all just ripe for picking up and stoving into hapless opponents' skulls.



The faithful folding chair. Listen to that dull clonk as it connects. Ha! Lovely.

Even entire dining tables can be abused in the good name of sport. Kerbosh!

That's naughty – a galvanised phlegm-gathering receptacle isn't meant for that.

Colt finds a use for a discarded box of 45s. Not exactly music to Haggar's ears, though.

SHEEP
Ht: 189cm Wt: 163kg

Sheep's particularly porky presence belies his formidable power and skill in the ring. And look at that completely original and never-before-seen rapid slap move. Ahem.

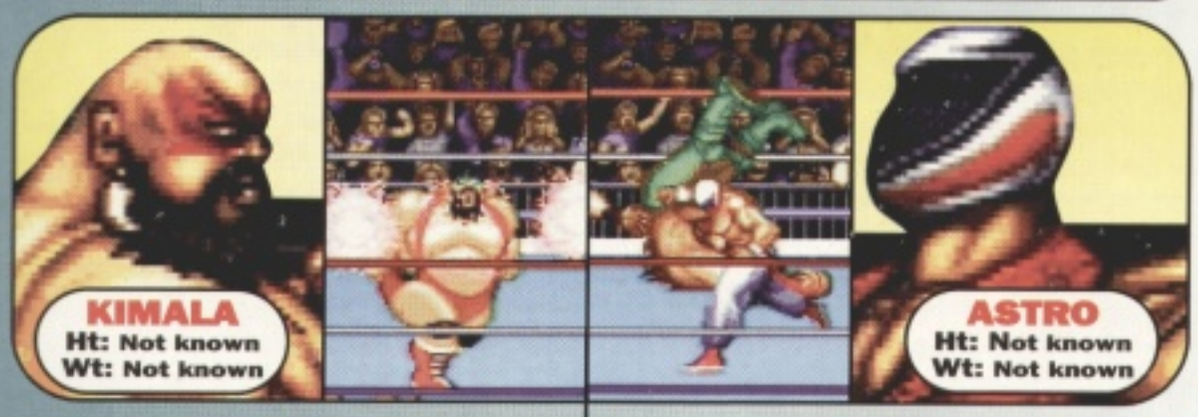
GOMES
Ht: 198cm Wt: 150kg

Gomes has got the most disgusting and violent move in the game. He leaps onto his opponent's shoulders, licks their face, then brutally nuts 'em one. That's how it looks, anyway.

COLT
Ht: 192cm Wt: 125kg

A shorter-haired version of Zalazof. The only real difference we could find is that Colt's slam goes forwards, not back. Said by some to be a close relative of Guile out of *SFII*!

Two more sweaty maulers turn up as the end-of-game bosses. Choose Battle Royal mode, and you'll be able to 'be' them.



KIMALA
Ht: Not known
Wt: Not known

Fat as a house and just about as mobile, Kimala uses his obvious girth to stunning effect, with a rib-busting bear hug and a surprisingly effective double-hit stomp.

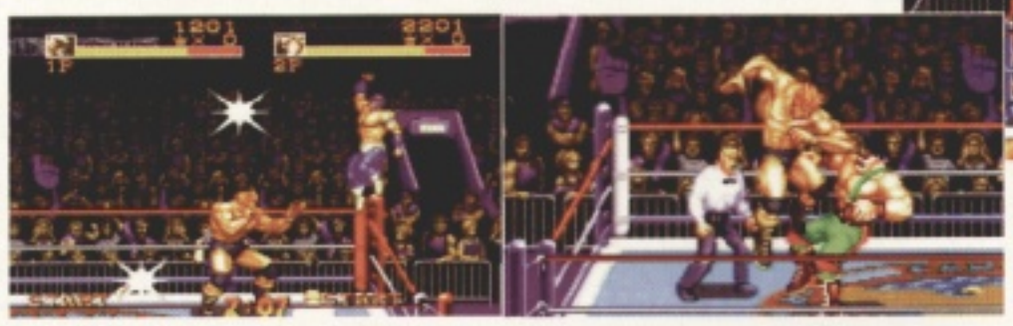
ASTRO
Ht: Not known
Wt: Not known

A real cheat this guy and I *hate* him. I mean, it's one thing wearing a face mask but Astro has a full-face crash helmet! The last boss and, needless to say, as tough as old boots.

Empty wine bottles also make useful weapons. Please don't do this at home.

TECHNIQUES

Capcom have put plenty of stuff into *Muscle Bomber* in order that you get more out. Or something.



TURNBUCKLE: If a wrestling game doesn't have the facility to climb up onto the turnbuckle it isn't a wrestling game in my book. Fortunately, *Muscle Bomber* does and it's great – double press up into the corners to send your wrestler into a perched position, then splash the unlucky opponent from a great height. You can even make your guy perform a crowd-rousing gesture making the audience cheer wildly!

RUNNING: Double-push the D-pad left or right to send your wrestler careering off at a running pace. Useful for bouncing off the ropes then meeting your opponent part-way across the ring to dish out a haemorrhage-inducing overhead throw or the flying kick to end all flying kicks.

Clockwise from right: Haggar's infamous two-feet kick; the glamourous pre-match palaver; Kerbop!; Kerpow!

What happens when roughly 800 lbs-worth of lard comes together at high speed? Probably something along the lines of this I'd imagine.

GOOD, BAD OR UGLY?

When I joined *Super Play* I came across *WWF Royal Rumble* tucked away in the dusty vaults. At first, I played it out of obligation; it was just another title which I'd missed out on. But I must admit I enjoyed it a great deal. It was pure switch-your-brain-off action and a welcome change from my usual gaming diet. I wasn't stunned by its gameplay but was particularly drawn to the funny bits – the pop-eyed, gagging animations when you get throttled, the way you could lamp the referee one and knock him over and the wrestlers' clocking-out behaviour after they'd been rammed into the ringside fencing – great stuff. And I was hoping Capcom would include such amusement in here.

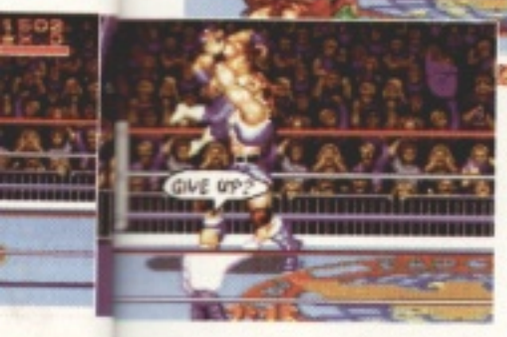
But they didn't. This is a straight conversion of their middling arcade hit and as such it takes a serious approach to wrestling. (*Is such an approach possible? – Ed.*) The controls are straightforward with only Attack, Jump and Fall to cope with, but that's not neccessarily such a good thing – we've all grown used to varying strengths and types of attack by now and I think Capcom may have cut their own throats in making it this simple. Still, it's a conversion and they can't have been expected to change the game radically just to suit the likes of me. I'll salute their efforts elsewhere, though, especially in the way they've captured the spirit, flavour and overwhelming plasticity of the real thing.

The game opens up with a steroid-pumped wrestler ripping off his vest with an accompanying raucous, almost anthemesque, poodle-rock number which, whilst a bit tacky, certainly makes you sit up and pay attention. It doesn't let up there, either. Pick your wrestler(s) and watch as they storm into the stadium accompanied by billows of dry ice, flickering lasers and their own signature tune. It's totally atmospheric and, along with the over-the-top glitziness of each of the 10 fighters, it makes for a game which can be really entertaining to watch, if never totally satisfying to play.

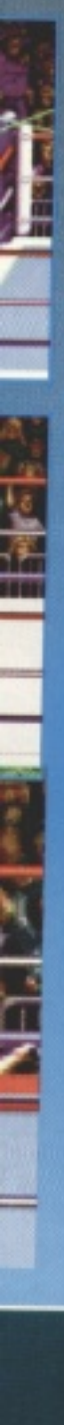
The problem with *Muscle Bomber* as I see it is that it's very much an arcade game experience. It's fine to stick a couple of quid in for a laugh when you happen across it at the Trocadero, for example, but it doesn't have the depth of gameplay to give it the longevity of the evergreen and seemingly inexaustible *Street Fighter II*. I've spoken to people who claim that its learning curve and complexities are on a par with *SFII*, but I'm blowed if I can see it – and I've tried hard, believe me. It's just a matter of exchanging punches/kicks for a while, moving in for a spot of grappling, probably falling over or getting chucked around a bit, and then going through it all again. It'll take a while to learn the most effective special moves and the best time to use them – that's as far as any strategy goes.

Muscle Bomber's main draw, along with

PRESSING: Knock the opponent to the canvas and get in elbow drops, kicks to the torso and a holding press. If he's out of energy it's goodnight – if not he'll need to rapidly bash his buttons to shake off the attacker within the three-count.



GRAPPLING: When fighters are close to each other, the first to reach for his Attack button gets the other in a grapple hold. Then it's a case of pressing Attack with left or right to send them uncontrollably ropewards; or other combinations to effect slams, mid-air crushes or presses.

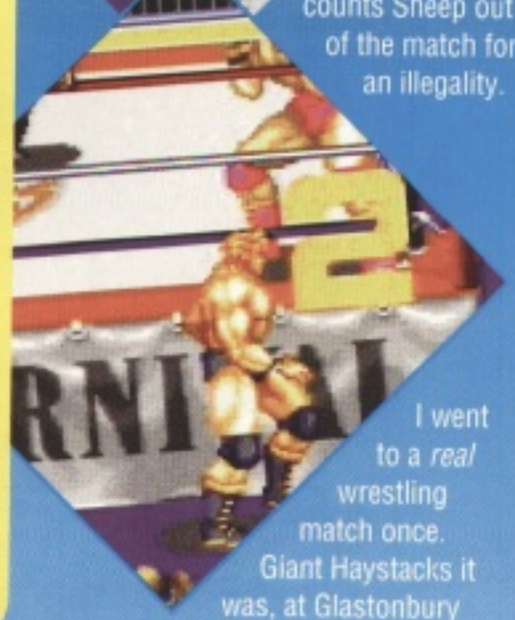


MODES OF MAYHEM

Muscle Bomber can be played in two modes: a straight fight between either you and the CPU or head-to-head; and Battle Royal, allowing any combination of one to four human players (via the good ol' multitap) to play as two teams of two. If you've only three players to hand grab the CPU player for your team – he's handy, I've found.

How can these guys maintain a rock-hard exterior when they're wearing leotards? Eh?

19 seconds to go before the referee counts Sheep out of the match for an illegality.



I went to a *real* wrestling match once. Giant Haystacks it was, at Glastonbury Town Hall. Sad, but true.

the superb presentation and looks, is the facility to play with four players. Jam in the multitap and there's a frantic race to pick the chunkiest characters, with the fights themselves provoking even more emotion. In fact, my arms are still bruised from physically mirroring my on-screen fighter's elbow drops as they landed like pneumatic drills on James' wrestler's chest.

Overall, then, this is certainly evidence that Capcom are getting back on track; and I've no doubt it will pick up a sizeable following, mostly made up of Capcom devotees, real-life wrestling fans and wealthy gamers who buy every big game that comes out. And as a fighting game it certainly has its moments. But with the cash in my pocket I know which big game I'd buy this month instead.

● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
90%	88%	79%
GAMELIFE	OVERALL SCORE:	78%
68%		

VERDICT: Unless you're guaranteed to have four players and a multitap always to hand, you won't get your money's worth out of this. It's a big and attractive game, but that just won't be enough for most gamers.

Serious SOCCER REVIEWS

Super Gamer Issue 3.
Review of World Cup Striker.
'Doesn't live up to the standards set by Sensible Soccer.'

Super Gamer Issue 4.
Review of World Cup USA '94.
'This is not as good as Sensible.'

Gamesmaster Issue 9.
Review of Super Formation Soccer 2.
'My advice - wait for Sensible Soccer.'

CVG Dec. 1993.
Review of FIFA Soccer.
'You'd be hard pushed to out do Sensi when it comes to options.'

Super Action April 1994.
Review of Virtual Soccer.
'It doesn't match the gameplay of Sensible Soccer'.

Renegade

Sensible SOFTWARE

SONY ELECTRONIC PUBLISHING™

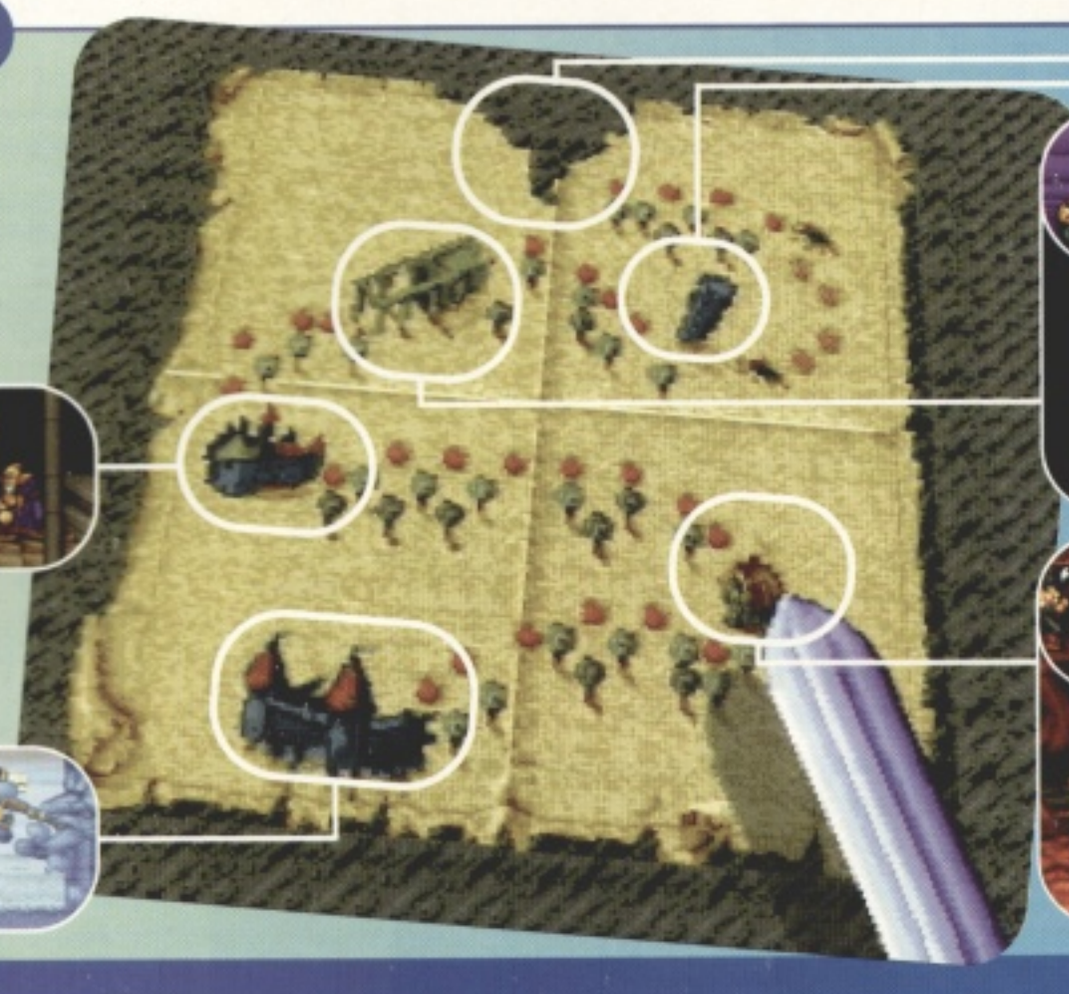
Sensible Soccer © 1992 Sensible Software. Published under exclusive license to Sony Imagesoft Inc. from Renegade © 1992 Sony Electronic Publishing Company.

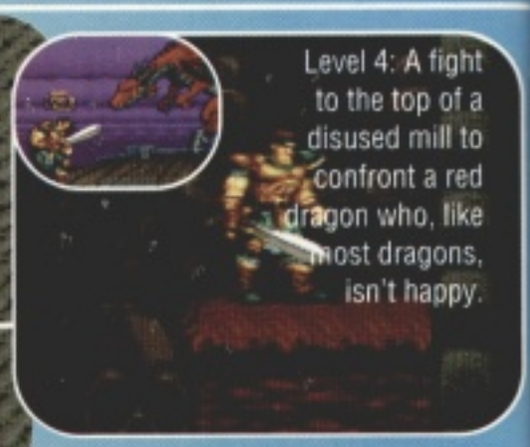
SIX OF THE BEST

Isn't it handy that video game worlds are all arranged into convenient bite-sized chunks? Unfortunately, *Legend* only has six of 'em.

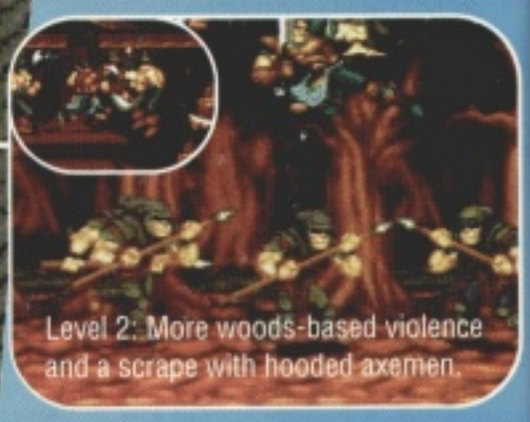
Level 3: In the castle. Lots of lovely parallax scrolling. And wizards galore.

Level 1: A mid-forest rumble, followed by a giant tree attack. Eek!





Level 4: A fight to the top of a disused mill to confront a red dragon who, like most dragons, isn't happy.



Level 2: More woods-based violence and a scrape with hooded axemen.

LEGEND

In the future, legend will tell of a never-ending stream of dull scrolling slash-'em-ups. And *Legend*, oddly, will be one of them.

'HEY, NICE TOUCH!'

Play *Legend* to the end and I guarantee it will be an experience punctuated by pauses as you say 'Blimey, that's good.'

Translucent graphical effects are fairly commonplace throughout *Legend*. A bluish hazy mist descends early in the game, giving the action a Peter Cushing film look. Spooky.

Rain beats down in torrents, along with crackling thunder and lightning effects. If there was an award for best rain effects in a SNES title, *Legend* would be in the running.

This section is a bit special. The floor gives way, plummeting you and Mr Hairy into an enormous chasm as the background whips by, rotating and zooming in and out in Mode 7.

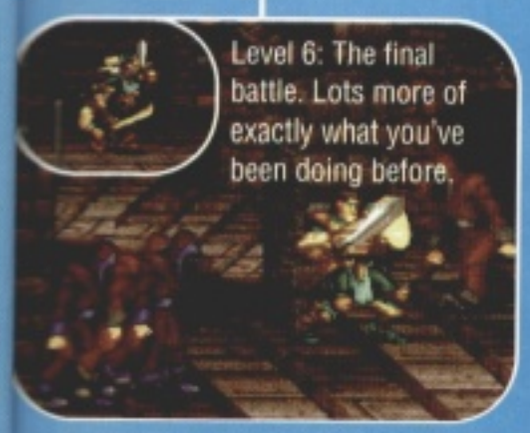
Magical attacks have been popular in fantasy slashers ever since *Golden Axe* introduced them in the '80s. *Legend* obliges by offering three types, the best of which is this vomiting skull thing.

GOOD, BAD OR UGLY?

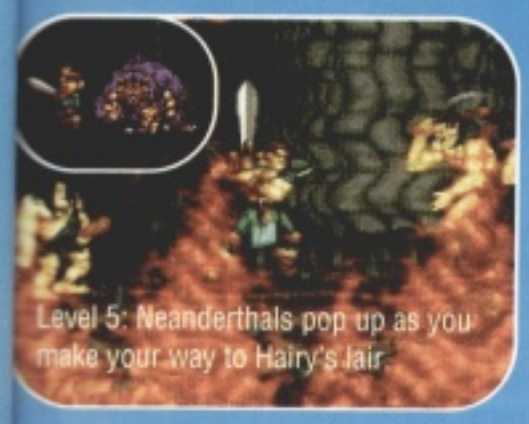
Eek, it's happening all over again! As if we haven't had more than our fill of woeful scrolling slashers this year already, *Legend* rears its ugly head. Actually, that's not quite true, this isn't the least bit ugly. It's quite lovely in some respects in fact, which is partly why it annoys me so.

You see, the two guys behind this game obviously have a truck-full of talent at their disposal – just have a gander at my 'Hey, nice touch!' box to see what I mean – but they choose to lavish it all upon a game about as welcome as a pork pie at a bar mitzvah. The only enjoyment I gleaned from *Legend* was from cooing over the clever bits – certainly not from any gameplay it had to offer. I know that if I had as much talent I would be working on a game in the style of *Zelda*, *Contra* or even *Castlevania*. At least then I'd be sure of producing something in demand.

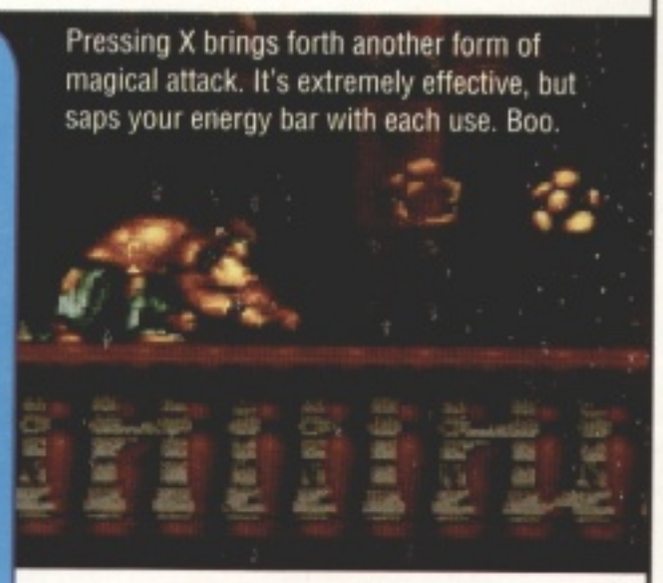
OK – rant over, let's talk specifics. *Legend* looks lovely, as I've already said, and the music's fine (if a touch repetitive);



Level 6: The final battle. Lots more of exactly what you've been doing before.



Level 5: Neanderthals pop up as you make your way to Hairy's lair.



Pressing X brings forth another form of magical attack. It's extremely effective, but saps your energy bar with each use. Boo.

US Release

Game: Legend
Publisher: Seika
Developer: Carlo Perconti and Lyes Belaïdouni
Price: Approx £50
Release: Out now
Players: 1 or 2 simultaneously
Cart ROM: 8 Mbit
Adaptor: Any
Game supplied by: Zap Computers (0532) 590077

The two-player mode is brilliant. You've got somebody around to talk to about last night's telly while playing this tosh, for a start.

working alongside some toasting sound effects, including whimpering dogs and some fabulously clanky sword-on-armour effects. As far as playing goes, the only significant difference between this and *King Of Dragons* or *Knights Of The Round* is the emphasis which has (inadvertently, I'm sure) been placed upon the use of jumping attacks. Flying kicks turn out to be the safest method of attack, being as powerful as a sword blow and conveniently keeping you safely out of harm's way. This means that you tend to spend most of your time bounding around shoeing people, while your sword (or axe in player 2's case) dangles redundantly at your side.

The boss characters require a modicum of extra strategy, but the core of the action is the same throughout. Even some of the background sections are repeated up to three times each. Yeah, so the palette changes, but it's inexcusable for a game with only six levels to have several large areas which are virtually identical.

As with *King Of Dragons*, *Legend* incorporates magic-based attacks to spruce up the action. Sadly, they tend to belong to the all-mouth-and-no-trousers club. They all spurt gloriously into action looking powerful enough to knock a small skyscraper over, but in actuality merely graze the boss characters (which the manual recommends as their main targets). It's silly.

Overall, *Legend* is a better game than both *KOD* and *KOTR*, and I'm sure that somewhere there must be an audience ready to lap this stuff up. Certainly, as an example of its type, it's commendable. Unfortunately, though, its type just happens to be very dull. Don't buy it.

● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
82%	69%	50%
GAMELIFE	OVERALL SCORE:	
45%		55%

VERDICT: Skillfully crafted with cracking graphics and some novel touches. But all that can't hide its true colours as just another humdrum scrolling slasher.

Sensible SOCCER RE-VIEWED

SNES Force

SENSIBLE SOCCER *is the best game on the SNES by a long way'* - 94%

Superplay

'Sensible Soccer is the greatest' - 91%

MEGA

'Absolutely superb to play, fantastically presented and one of the most professional pieces of software ever' - 94%

MEGA MACHINES

'If I could only take one game to a desert island, it'd be this one' - 97%

SEGA POWER

Sensible Soccer *has always been a much more playable game than FIFA, and this CD version just makes it all the better'* - 94%

SEGA MEGA DRIVE ADVANCED GAMING - 96%

Mega Tech - 96%

Games Master - 94%

Mega Drive and SNES Limited Edition World Cup '94 Version Includes:

- ★ Fully recreates the 1994 World Cup Competition
- ★ Fully accurate team and player information and all relevant competition group data
- ★ Insert teams that failed to qualify and play out your own fantasy "what if" scenarios
- ★ Authentic first and second team strips
- ★ All the award-winning, best-selling gameplay of the original...AND MORE!

Mega CD Version Includes:

- ★ Enhanced intro utilises full capabilities of the Mega CD. Its 60 seconds long with a CD quality soundtrack, and features TV style graphics and a fully rendered stadium
- ★ Over 100 in-game sound effects re-recorded in CD quality sound, including croywd samples that react to the action on-screen

AVAILABLE ON

Mega Drive
July 15th

Mega CD
TBA

SNES
July 1st

Special Offer

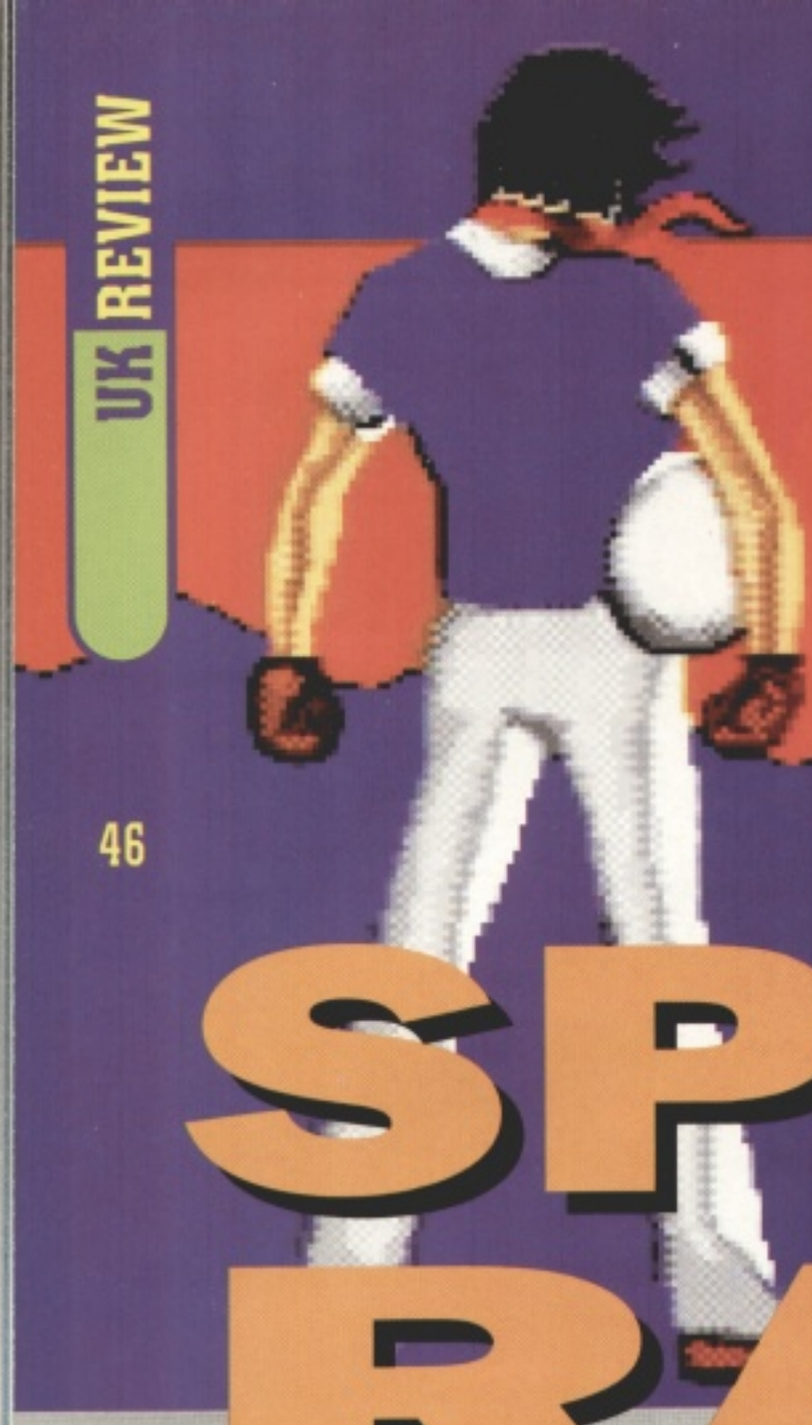
Get a free 3 month subscription to any of these three great magazines,

ROY OF THE ROVERS
2000 AD MONTHLY
THE COMPLETE JUDGE DREDD

when you purchase any of the special promotional packs of Sensible Soccer.

Offer ends 31st December 1994.

Sensible Soccer © 1992 Sensible Software. Published under exclusive license to Sony Imagesoft Inc. from Renegade. © 1992 Sony Electronic Publishing Company. Sensible Soccer is a registered trademark of Sony Electronic Publishing Company.



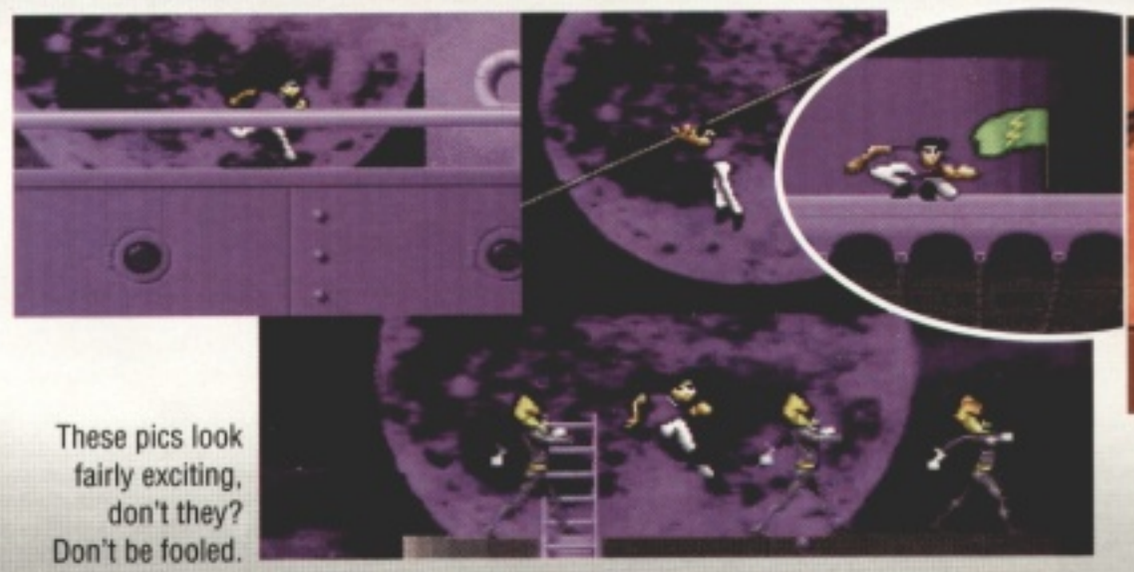
SPEED RACER

IN MY MOST DANGEROUS ADV

A hero with a red scarf and white flares? No, it's not Jason King, it's Speed Racer – the animated Japanese-bred bloke with the spanky car.

UK Release

Game: Speed Racer
Publisher: Accolade
Developer: Radical
Price: £TBA
Release: TBA
Players: 1
Cart ROM: 16 Mbit
Adaptor: Any



These pics look fairly exciting, don't they? Don't be fooled.

Ah, this is more like it – a race over lava pits inside a pyramid. Go after that little spanner icon.

The opposition are real gits – they snake around to stop you getting past.

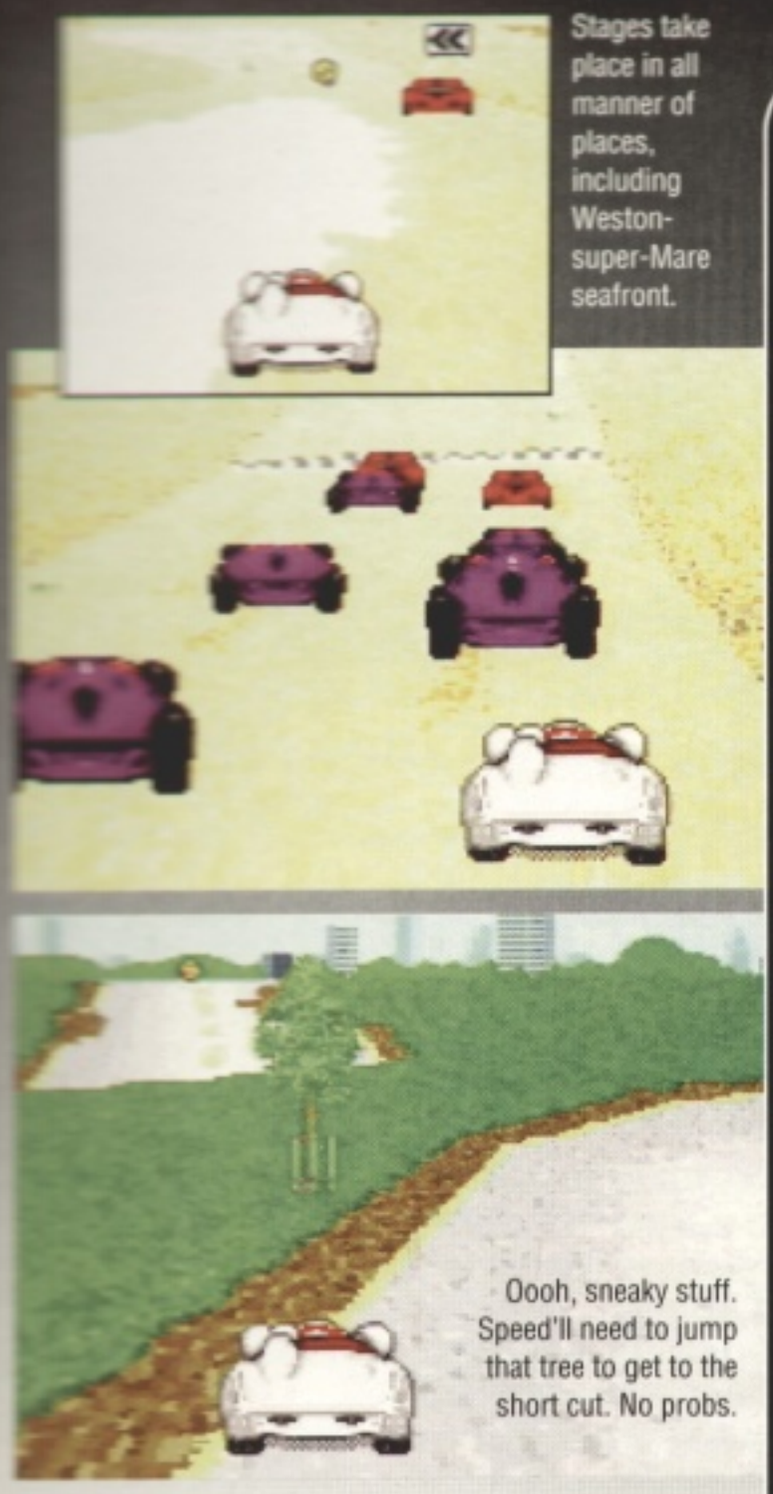
SPEED RACER: THE ANIMATED SERIES

Speed Racer began life on Japanese television in the mid-1960s; running for a total of 52 episodes, aired weekly over a year. Having previously enjoyed success with the Japanese-sourced *Astro Boy* series, TV programmers in the States were quick to latch onto *Speed Racer*'s appeal, and licenced the entire series for broadcast in a daily slot nationwide. This series soon became a firm favourite and earned repeat showings between the late '60s and early '70s, sweeping up an army of young fans who enjoyed the high-mph action, interspersed with Speed's willingness to deliver a good old-fashioned sock to the jaw when the need arose.

Because it was dubbed from Japanese, American audiences were left pondering over the relevance of certain images in their version. Speed's and Trixie's (his girlfriend) T-shirts became a source of mystery, due to their large G and M respective monograms. Their appearance harks back to their Japanese roots: Speed's native name is Go Mifune and Trixie's is Michi Shimura. Speed's famed vehicle, Mach 5, also lead to confusion – with its natty paint-job, resplendent with an enormous letter M on the bonnet. Viewers assumed that it simply referred to the word Mach, but it actually was a reference to Mifune Motors, the car's manufacturer – a company operated by Speed's dad.

After finishing its syndication run in 1986, MTV bought the rights to the show and the *Speed Racer* fascination was reborn. Fred Wolf – a big name in US cartoons through his involvement in *The Flintstones* and later *TMNT* – acquired the licence to produce a 1990s version, which was received in America last year in a hail of enthusiasm.

Apart from screenings on BSkyB's Nickelodeon children's channel, *Speed Racer* hasn't seen much action on British TV. Things may well change if BBC2 continue in the vein which has seen them introduce the delights of *Ren And Stimpy*, and that (ahem) lovable pair *Beavis And Butthead* to audiences over here. We can but wait.



Stages take place in all manner of places, including Weston-super-Mare seafront.

Oooh, sneaky stuff. Speed'll need to jump that tree to get to the short cut. No probs.

GOOD, BAD OR UGLY?

I'm surprised more people haven't picked up on the idea that Mode 7 doesn't have to be completely flat. *Super Empire Strikes Back*, *Super Off Road: The Baja* and now *Speed Racer* all use head-scratchingly clever techniques to bring contoured landscapes to the SNES. And it makes one heck of a difference; offering a much more varied game than the flat *Zoku*, for example. A trade-off seems almost inevitable, though, and in *Speed Racer*'s case it's the slightly juddery fashion in which everything moves. The update of other cars tends to lack fluidity too, but that's almost incurable.

In terms of challenge, the driving section has a lot going for it. The main source of difficulty comes in the form of other drivers. Not since Mario and Luigi's notorious use of invulnerability in *Mario Kart* have I experienced such a level of deviousity among rival cars. It's a fair challenge though, and all things considered, the driving section isn't too bad.

Unlike the platform bit, which is. Bad, that is. Consider the feel of *Super Mario World*, *Super Metroid*, or even *Plok!* They always feel smooth, intuitive and most of all, fair to the player. All this is achieved after hours of playtesting; and it's the part which makes or breaks platform games for me. Disappointingly, it's what's going to break *Speed Racer*. To call it frustrating is an understatement. For example:

- The attacks available are only usable when you're standing on terra firma. This is hassle-inducing because there are numerous sections which require you to jump onto an already occupied platform; but, because you can't jump and attack simultaneously, you'll usually land right on top of an enemy (or *enemies* sometimes) and be immediately set upon. Not handy.
- The level design is often such that when you reach the last section, the game places four or more bad guys between you and the exit. And they'll invariably appear on both sides of you *and*, because it's the end of the level, your energy is running low anyway. A real stinker of a flaw.
- The controls feel, quite simply, muffled. You never feel under absolute control of Speed, so every pad movement or button press you make has to be very obvious. It's not very comfortable, as you'd imagine, and if it had been tightened up it would have made for a much improved game.

I haven't seen the *Speed Racer* animated series, so I can't say whether the game accurately reproduces the feel of it or not. Suffice to say that this includes lots of stills which portray Speed and co in a storyboard fashion. The in-game graphics are mixed, ranging from the backgrounds which are fine, to the sprites and animation which are pretty poor; Speed's kick, for example, uses a whole frame. If they'd dropped some of the copious stills and used the memory to beef up the sprites I would have been happier.

This is a weird game to mark. I enjoyed the driving bits a lot; but I was only playing the game in order to get to those bits and having to grit my teeth through the platformy stuff. In an ideal world I'd be able to give *Speed Racer* two marks: mid-70's for the driving bit and around 50 for the platform sections. But it isn't an ideal world, so it'll have to be 65% overall. Ho hum.

● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
72%	78%	60%
GAMELIFE	OVERALL SCORE:	65%
70%		

VERDICT: A disappointing game; the decent racing bit is marred by the sloppy platform sections. Tch.

...DVENTURES

The Mach 5 comes equipped with a periscope, anti-lock brakes and a driver's air-bag as standard. Probably.

SPEED RACER
Later...
Speedy, you're home. Quick, there's a letter here for you!
Hey – it's Speed Racer, coming this way! Hiya Speed!
Aaargh!
Bum. I knew Speed shouldn't have taken that job with BR.
SPEED RACER, IF YOU WANT TO SEE YOUR GIRLFRIEND TRIXIE AGAIN, PULL OUT OF THE NEXT RACE. SIGNED, CAPTAIN TERROR
Our story begins...
Speed is on rooftop inspection duty, unaware of the foul fate about to befall his sweetheart...
To be continued...

VASTLIGHT

WHOLESALE

SHOP B, 1A MEI WAH BLDG,
WAN TAU ST, TAI PO, NT,
HONG KONG

TEL: 852 6758751
FAX: 825 6757919

RETAIL

PASSAUERSTR 56
D – 81369, MUNICH,
GERMANY
TEL & FAX NUMBERS UNKNOWN
AT TIME OF PRINT, PLEASE
PHONE ENGLAND 0831 800601
TO OBTAIN THEM.

Brief Retail List

Single accessories, for use with Super Street Fighter II	£230 2100F DM620
Double accessories (as above)	£240 2200F DM645
Pal or NTSC Chip	£8 70F DM20
Action Replay/Goldfinger Codes (Up-to-Date July '94)	£8 70F DM 20
Upgrade for accessories	£40 350F DM100
PC-E GT with SF II, Salamander and Bomberman '94	£150 1300F DM 375
PC-E Arcade Card + Art of Fighting + Fatal Fury 2	£150 1300F DM 375

Method of Payment and Delivery

Instead of sending a cheque in the post, all you have to do is pay your cheque into any of our accounts in England, France or Germany.

Vastlight have been exporting to Europe since1992. During this time, we felt that deliveries were not as fast as people wanted. To improve our service, we now have all goods sent express to Germany and then distributed to all parts of the EC.

Our brief price list includes all postage costs to any part of the EC, with no extra to pay. Average delivery time is 48 hrs on the continent. Buyers can collect, we are only 680 km from Paris and 250 km from Frankfurt and Switzerland

* ALL RETAIL ORDERS SHOULD BE SENT TO GERMANY. PLEASE CONTACT OUR SHOP IN HONG KONG IF YOU WANT TO BUY WHOLESALE.

Go to your nearest bank in England, deposit cash or cheque into the following account.

Send a photocopy of the counterfoil or fax the slip to us with details of your order to Germany.

Beneficiary: K. L. Lee
Sort Code: 010688

Bank: Nat West, Manchester
Acc no: 65842782

Pour commander, contactez-nous par téléphone ou par fax puis addressez-nous simplement votre réglement par chéque ou par virement bancaire, sur notre compte en France

Nom: K. L. Lee
Code Banque: 30004
Numero de compte: 01775641

Banque: BNP, Paris
Code Guichet: 00828
Clé: 76

Überweisen Sie einfach den Rechnungsbetrag auf das folgende Konto und senden Sie uns ein Kopie des Einzahlungsbeleges.

Empfänger: K. L. Lee
BLZ: 70070010

Bank: Deutsche Bank
Konto Nummer: 8250912

Brief Retail List

SFC Super Street Fighter 2 (32M)	£80 690F DM 200
SFC World Heroes 2 (24M)	£80 690F DM200
SFC Fatal Fury Special (32M)	£90 780F DM225
MD Megajet (Handheld Megadrive)	£130 1120F DM325
MD CD-X (MDI CD-ROM)	£350 3000F DM875
Pioneer LD-ROM with MD + PCE	£1400 12000F DM3500
Fatal Fury Special Music CD	£35 300F DM90
Street Fighter Movie Pal	£10 90F DM 25
Street Fighter Collectors Cards (20)	£6 54F DM15
Latest and Complete Retail Price List	£3 25F DM10

MEET THE JURY

(because tennis occurs on a court, you see)

These are the players you can expect to face (or play) when you boot up *Andre Agassi Tennis*. Their strengths and weaknesses are listed here.

CAROL ARK

Very accurate serving, but tends to drop the peas.

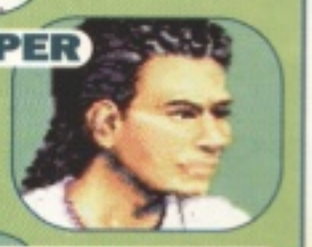
BOB CHIN

What's his brother called? Jimmy Reckon?

GEORGE KING

Be warned. This man carries a loaded firearm.

RON PEPPER



Currently in hiding after a failed bank job.

CASSIE NOVA

Don't believe anything she says. She's lying.

DON MATT

Has the ability to turn himself inside out on the court.

TIGER BALL

Aptly named; this man arranges parties for felines.

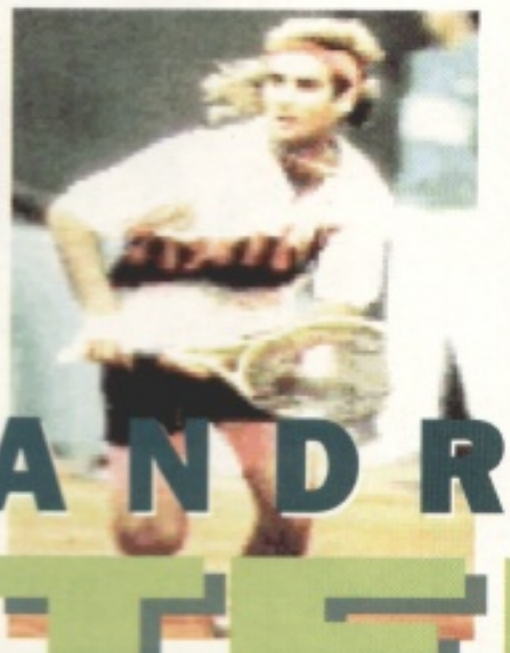
THE COURT WILL NOW RISE

Three types of court are included. These greatly affect the way the ball behaves and stuff like that.

GRASS: The ball is slow, doesn't bounce high and is liable to disappear down a rabbit-hole or badger sett.

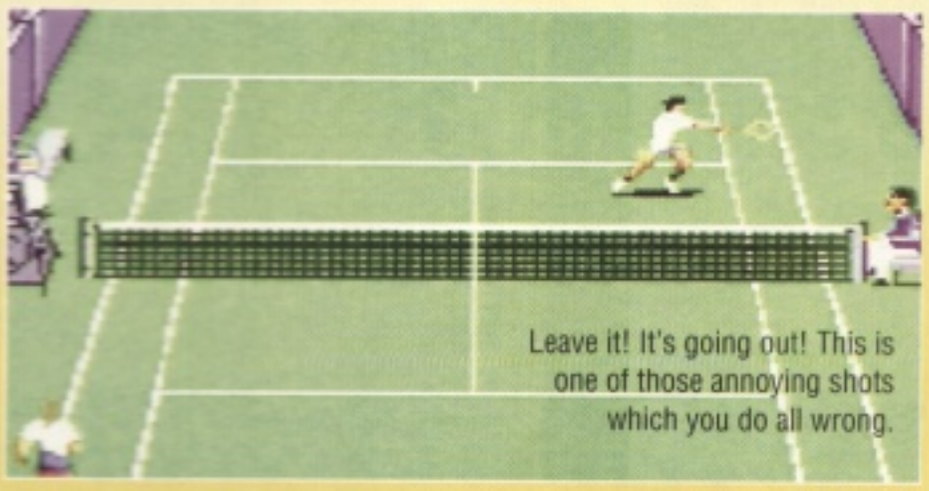
INDOOR: Very fast, but the kids leave their toys all over it, and auntie might wander into the path of a 120mph power-serve.

CLAY: Fast, but the ball tends to resemble a Sumerian pot (or a nicely-turned jug) when it starts to rain. Lightning can also strike a clay court and glaze it.



ANDRE AGASSI TENNIS

He may drive the ladies wild, but is yet another tennis game more stubble than it's worth?



Leave it! It's going out! This is one of those annoying shots which you do all wrong.

US Release

Game: Andre Agassi Tennis
Publisher: Tecmagik
Developer: Radiance Software
Price: £54.99
Release: Out now
Players: 1 or 2 simultaneously
Cart ROM: 8 Mbit
Adaptor: Any
Game supplied by:
Zap Computers (0532) 590077

GOOD, BAD OR UGLY?

He's been called the brightest thing in tennis since Borg, and the wunderkind prodigy born to genius. He's also been called Andrew by people who get his name wrong. But none of this matters, because we're concerned about his tennis game and nothing else.

What's this one up against? Well, there's the reigning champion, *Super Family Tennis* (or *Smash Tennis* as it's known in this country). This uses the multitap for four-player fun, has a wide yet controllable range of shots, is easy to learn, is very exciting and has great graphics and touches of humour.

Andre Agassi Tennis doesn't. Yep, it doesn't have *any* of these. You want details? Here goes: even though you can play doubles, you can't use a multitap – the game allows only a maximum of two players to be competing at any one time. Very poor.

How about a wide range of shots? Yeah, in *Agassi* each button does a different shot. But they're not particularly varied, and they depend too much on which direction the D-pad is being pressed. This leads to you running for the ball, hitting it, finding it's gone in a stupid direction and is miles out. Some directional control is vital, but *Andre Agassi Tennis* gives you too much at the wrong time.

And the other thing wrong with the shots is that the sprites are too big. They are dead realistic and everything, but their very size (about half as high again as the *Smash Tennis* cartoons) counts against the playability. It's hard to return some shots because you don't know where, in relation to the big sprites, the ball is.

'Easy to learn' is next. Well *Agassi* isn't. It's one of the toughest tennis games around. *Amazing Tennis* is on a par with this one. You'll have to play it for weeks before you start winning any matches, and days before you get any half-decent rallies. It really is that tricky. Instead of keeping your interest, this puts you off. Video tennis is one of those games that you enjoy more the better you are at it. Every game is different, so you never sail through a match, even when you've really got it sorted.

Exciting? Not very. Great graphics. No. The sprites are neatly done, but they're too big and gangly, and they run unrealistically as well. It's like watching the geezer out of *Prince Of Persia* play a couple of sets.

Touches of humour? Forget it. Andre takes his tennis very seriously. Apart from his headband and stubble, there's nothing much to laugh at here.

Plus points now. The practice mode is good, and after a few years could well be the remedy to the toughness. There's even a tennis machine to fire balls at you.

There's a Skins game included, as well as a knockout tournament, which would be all right if you were good at the game. And there are three court types and eight players (all of which are tricky to master).

So buy *Smash Tennis*. It places its thumb on its nose, and wiggles its fingers daintily at *Andre Agassi*. Who goes home crying.

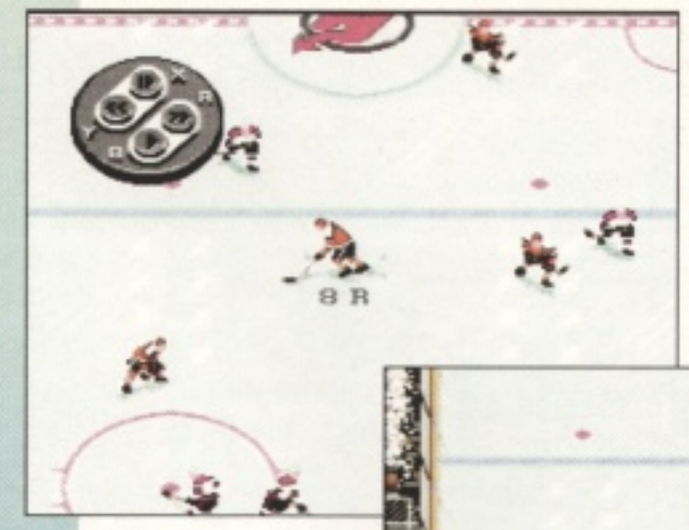
● James Leach

GRAPHICS	SOUND	GAMEPLAY
63%	67%	43%
GAMELIFE	OVERALL SCORE:	
49%		52%

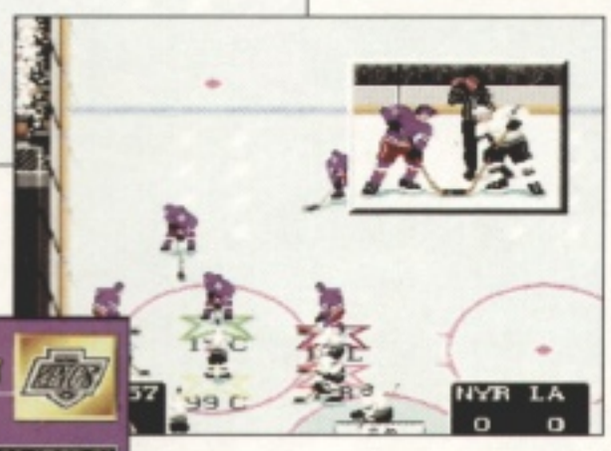
VERDICT: Many of the elements of a decent tennis game are here, but they don't gel. It's just not up to the standard of playability and fun you'd expect. After all, *Super Family Tennis* was written when the SNES first came out, and that beats this hands down. So there.

NHL HOCKEY '94

Ice hockey – the spray of new ice, the clash of bruised bodies and the, er, whiff of the locker room – you just can't beat it.



The scanner thing shows which player we're following in replay mode.

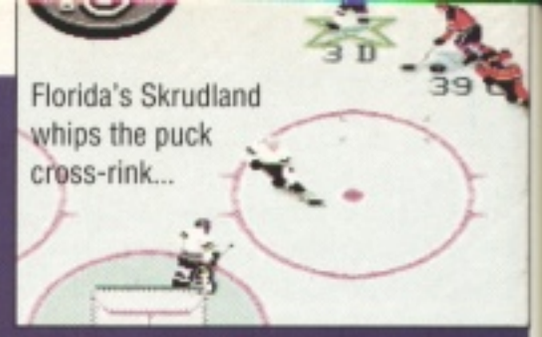


Above: In five-player mode each player has his own coloured star.

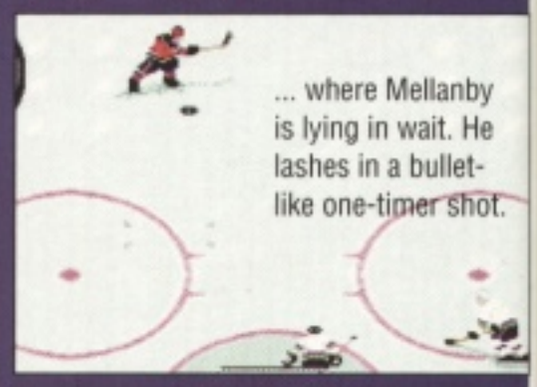
Left: With all five players plugged in and ready, it's choose your side time.

GOALLL!

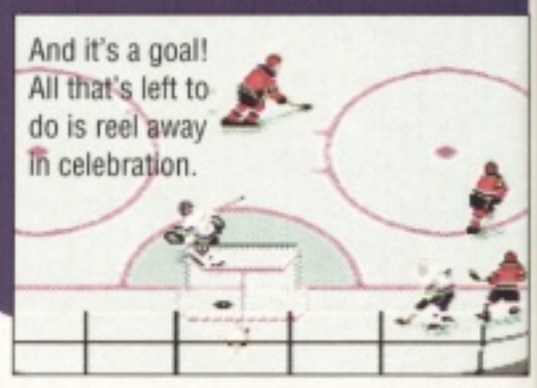
What would a sports game review be without a goal? Here's one we scored earlier...



Florida's Skrudland whips the puck cross-rink...



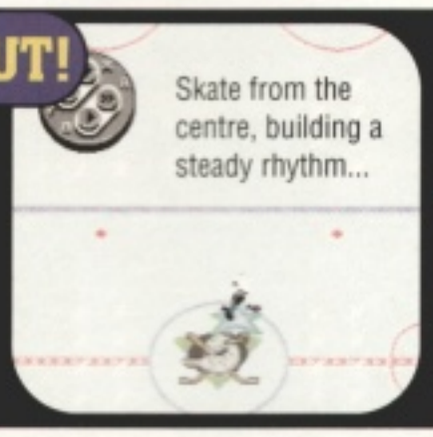
... where Mellanby is lying in wait. He lashes in a bullet-like one-timer shot.



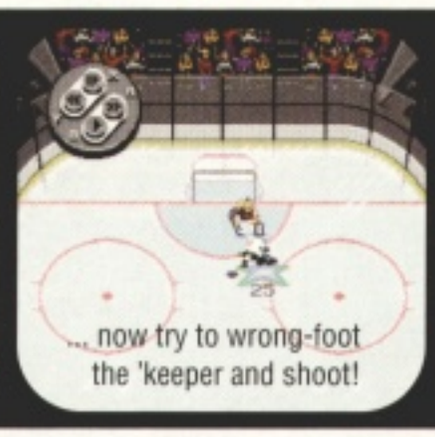
And it's a goal! All that's left to do is reel away in celebration.

SHOOT-OUT!

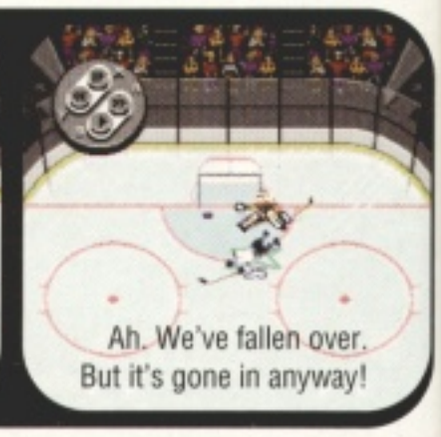
Perform a trip on an opposing forward and the ref will award a penalty shot against you. For example...



Skate from the centre, building a steady rhythm...

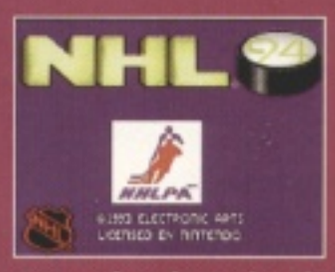


... now try to wrong-foot the 'keeper and shoot!



Ah. We've fallen over. But it's gone in anyway!

GOOD, BAD OR UGLY?



The problem with doing an update of a game like this is the obvious lack of freedom available to expand into. It's easy enough producing a sequel to *Bubsy*, for example – just slap in some new characters and environments and you're half-way there. Sports games, on the other hand, tend to stick with the tried and trusted original game formula (witness *World Cup Striker*) and build on it by adding bells and whistles. *NHL Hockey '94* follows suit, so let's examine the major changes in detail:

- It's multitap-compatible, and let's face it, games don't come any more suited for use with the multitap than this: five outfield team members and five joypad ports: perfect.
- Everything's been smoothed out and speeded-up. The player animations are now much cleaner (although they're still not up there with the new Mega Drive *NHL '95*), and the action runs at a quicker pace, which means games are that bit more exciting.
- Penalty shoot-outs are new additions to the game. These add to its realism and are a welcome diversion from the main game. It will take a tonne of practice before you stick 'em in the net as often as the computer does, though – it's that tricky.
- Like *FIFA Soccer*, the replay mode allows for any section of the rink to be viewed and you can home in on any player to follow his part in the previous play. Nice.
- All the statistics have been upgraded to cover the 1994 season and the six lead players in each team now have digitised mugshots. These additions obviously depend on your knowledge of (and interest in) real-life American ice hockey.
- The game now includes 70+ new pieces of what the packaging describes as 'adrenaline-building organ music'. Which is fine if you relish the prospect of *The Flight Of The Bumble Bee* in glorious honking bursts, but fairly annoying otherwise.
- One-timers have been included. These volleyed shots are less accurate than normal ones, but are handy to catch the opposition unawares and add more variety to the game.

So, is *NHL Hockey '94* worth buying then? Well, if you were absolutely *nuts* about the original game then yes, sell that cart and get this – it's certainly a worthwhile update. However, if you only had a passing interest in *NHLPA '93* (like myself), then it's not going be such a good purchase. But I can appreciate what it is and what it has to offer some people – it still plays the finest game of ice hockey available, after all – and that's why I'm giving it 89%. So, um, there.

● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
81%	79%	89%
GAMELIFE	OVERALL SCORE:	
87%		89%

VERDICT: If you've ever fancied a shot at ice hockey, now's your chance – this is the most playable and entertaining example out there.

UK Release

Game: NHL Hockey '94
Publisher: Ocean
Developer: EA Canada
Price: £44.99
Release: Out now
Players: 1 to 5 simultaneously
Cart ROM: 8 Mbit
Adaptor: Any

ZAP COMPUTER GAMES

TECHNO HOUSE·LOW LANE·HORSFORTH

LEEDS LS18 4DF

MAIL ORDER SIZZLINGLY HOT LINE

0·5·3·2 5·9·0·0·7·7

LOW LOW PRICES – ALL THE LATEST GAMES & MACHINES – SUPER QUICK DELIVERY – NO SILLY MEMBERSHIP FEES REQUIRED TO BUY. OUR MOST FRIENDLY STAFF ARE WAITING FOR YOUR CALL.

ZAP HOURS: 9am–7pm Mon–Fri • 9am–5pm Sat. and Sun. FAX NO: 0532 586523

OPEN 7 DAYS A WEEK

Nº1 FOR SERVICE AND PRICE

BOMBERMAN 2
CALL

SUPER STREET FIGHTER
CALL

STUNT RACE FX
CALL

SUPER METROID
£54.99

SUPER NES (USA)

SUPER METROID (NINTENDO)	£54.99
SLAM MASTERS (CAPCOM)	£54.99
STUNT RACE FX (NINTENDO)	£59.99
STAR TREK (SPECTRUM HOLY BYTE)	£59.99
SUPER STREET FIGHTER (CAPCOM)	CALL
EYE OF THE BEHOLDER (CAPCOM)	£54.99
KNIGHT OF THE ROUND TABLE (CAPCOM)	£54.99
FATAL FURY II (TAKARA)	£54.99
LORD OF THE RINGS (INTERPLAY)	£49.99
SOS (VIC TOKEI)	£49.99
FIFA SOCCER (OCEAN/EA)	£44.99
KICK OFF II (IMAGINEER)	£49.99
WORLD CUP STRIKER (ELITE)	£59.99
RYAN GIGGS SOCCER (ACCLAIM)	£49.99
WORLD CUP SOCCER US 94 (US GOLD)	£54.99
SOCCER SHOOTOUT (CAPCOM)	£54.99
KING OF THE DRAGONS (CAPCOM)	£54.99
PINBALL DREAMS (GAMETEK)	£49.99
NINJA WARRIORS (TAITO)	£54.99
MEGAMAN SOCCER (CAPCOM)	£54.99
MEGAMAN X (CAPCOM)	£39.99
LEGEND (SEIRA)	£49.99
TIME TRAX (THQ)	£49.99
GS (REMCO)	£54.99
HARDBALL III (ACCOLADE)	£54.99
MIGHT & MAGIC III (FCI)	£54.99
ULTIMA RUNES OF VIRTUE II	£54.99
KING OF THE MONSTERS II	£54.99
SPELLCRAFT (ASC II)	£49.99
SPEEDY GONZALES (SUNSOFT)	£49.99
SUPER MAN (SUNSOFT)	£54.99
SPIDERMAN & VENOM (ACCLAIM)	£59.99
VIRTUAL BART (ACCLAIM)	£54.99
OPERATION EUROPE (KOEI)	£59.99
CLAYMATES (INTERPLAY)	£49.99
SECRET OF MANA (SQUARE)	£54.99
FINAL FANTASY II (SQUARE)	£49.99
WIZARDRY S (CAPCOM)	£54.99
JOE & MAC II (DATA EAST)	£49.99
BUGS BUNNY (SUNSOFT)	£39.99
LETHAL ENFORCERS + GUN	£64.99
BATTLE CARS (NAMCO)	£34.99
MARIOS TIME MACHINE	£39.99
NBA JAM (ACCLAIM)	£54.99
FLASHBACK (US GOLD)	£29.99
AERO THE ACROBAT (SUNSOFT)	£24.99
ACTRAISER II (ENIX)	£24.99
COOL SPOT (VIRGIN)	£29.99
GOOF TROOP (CAPCOM)	£24.99
NHL 94 (EA)	£44.99
J MADDEN 94 (EA)	£44.99
STANLEY CUP HOCKEY (NINTENDO)	£44.99
SENSIBLE SOCCER	£29.99
SPORTS BASEBALL/FOOTBALL (MALIBU)	£44.99
KEN GRIFFEY BASEBALL (NINTENDO)	£44.99
OPERATION LOGIC BOMB	£24.99
MECAROBOT GOLF	£20.00
TECMO SUPER BOWL (TECMO)	£24.99
EVO (ENIX)	£24.99
RED LINE F1 RACER	£24.99
PEACE KEEPERS (JALECO)	£49.99
T-2 THE ARCADE GAME (ACCLAIM)	£39.99
OLYMPIC GAMES (US GOLD)	£29.99
ROMANCE OF THE III KINGDOM III	£39.99
NOBUNAGA'S AMBITION	£39.99
KENDO RAGE	£24.99
BUSBY	£24.99
DARIUS III	£24.99
IMPOSSIBLE MISSION (MICROPROSE)	CALL
PIRATES OF THE DARK WATER (SUNSOFT)	£49.99
ANDRE AGASSI TENNIS (TECMAGIK)	£49.99
SPECTRE (GAMETER)	£49.99
SENSIBLE SOCCER (SONY)	£29.99
BATTLE CARS (TECMO)	£29.99

Our premises are bulging with games, so if you don't see what you want do not despair Just call! All Postal orders and credit card purchases will be whisked to you the same day. **All prices subject to change and availability. Post and packaging – Games £1.50 – Handhelds £5 – Consoles £7.50**

FAMICOM (JAPAN)

SUPER STREET FIGHTER	CALL
SUPER BOMBERMAN II	£59.99
RANMA 3 (BEAT EM UP)	CALL
MYSTICAL NINJA II	CALL
KING OF THE MONSTERS II	£39.99
SAMURAI SHOWDOWN	CALL
WORLD HEROES II	CALL
DRAGON BALL 2 II	£49.99
SUPER SOCCER II	£20.00
MUSCLE BOMBER	CALL

ATARI JAGUAR

UK MACHINE	CALL
US MACHINE	£275.00
RAIDEN	£29.99
CRESCENT GALAXY	£29.99
DINO DINO DUDES	CALL
TEMPEST 2000	£54.99
ALIEN vs PREDATOR	CALL
WOLFENSTEIN 3D	CALL
DOOM	CALL
KASUMI NINJA	CALL

NEO-GEO (UK)

SIDE KICK SOCCER II	CALL
TOP HUNTER	CALL
WIND JAMMERS	£165.00
SPIN MASTERS	£165.00
ART OF FIGHTING II	£165.00
SUMURAI SHOWDOWN	£165.00
OVER 100 USED CARTRIDGES FROM £50 – CALL	

3-D-O (USA)

3-D-O SYSTEM	£499.00
TOTAL ECLIPSE	£49.99
JOHN MADDEN	£49.99
JURASSIC PARK	£49.99
ANOTHER WORLD	£49.99
SEWAR SHARK	£49.99
ROAD RASH	CALL
PGA GOLF	CALL
FIFA SOCCER	CALL
THE HARDE	£49.99
PEBBLE BEACH GOLF	£49.99
ULTRAMAN (JAP)	CALL
WACKY RACES (JAP)	CALL
SEAL OF PHAROAH (JAP)	CALL

HARDWARE

SNES US CONSOLE	£120+£7.50 P&P
NEO GEO CONSOLE	£300+£7.50 P&P
NEO GEO USED CONSOLE	£220+£7.50 P&P
3-D-O CONSOLE & CRASH & BURN	£499+£7.50 P&P
ATARI JAGUAR UK CONSOLE	CALL
ATARI JAGUAR US CONSOLE	£275+£7.50 P&P
SNES MULTITAP	£24.99+£1.50 P&P
SNES PAL BOOSTER	£29.99+£1.50 P&P
TRISTAR (NES TO SNES CONVERTER)	£39.99+£3.00 P&P
SNES MOUSE	£24.99+£1.50 P&P
ASCii FIGHTER STICK (SNES)	£34.99+£3.00 P&P
TOP FIGHTER JOYSTICK (SNES)	£49.99+£5.00 P&P
NTSC GAME CONVERTER (SNES)	£20.00+£1.50 P&P
NEO GEO JOYSTICK	£50.00+£3.00 P&P
NEO GEO MEMORY CARD	£20.00+£1.50 P&P
3-D-O PAD	£39.99+£1.50 P&P
JAGUAR PAD	£24.99+£1.50 P&P
NEO GEO STYLE JOYSTICK (SNES)	£39.99+£3.00 P&P

SPECIAL OFFER

WHEN BUYING A UK SNES CONVERTOR FOR £19.50 AND A US/JAP NINTENDO GAME YOU CAN KNOCK A WHOLE

£10 OFF

THE PRICE OF THE GAME. NOW THAT'S WHAT I CALL AN OFFER!!! EXAMPLE – IF YOU BUY THE CONVERTER & GOOF TROOP THE TOTAL COST WOULD BE A MERE £34.49 + (P&P) OUCH!! SAID OUR BANK MANAGER!

ORDER FORM

CUT HERE

Send to this address:

ZAP
TECHNO HOUSE
LOW LANE, HORSFORTH
LEEDS LS18 4DF

NAME

ADDRESS

POSTCODE

TELEPHONE NO.

Please rush me the following

ITEM	PRICE	POST/P	TOTAL

Please make cheques/PO's payable to ZAP

GRAND TOTAL

Credit card number

Expiry Date

☐ Cheque ☐ Credit Card ☐ Postal Order

Access VISA

Switchcards welcome.
Please quote issue no. for Switch.

Post and packaging – Games £1.50 – Handhelds £5 – Consoles £7.50

Oh dear. This rather pathetic soul can only dream of real social acceptance. His lack of charisma is to be pitied.

A quick read of **TOTAL!** and our hero has to beat off chicks with a big stick!

Improve your life and read about: Super Street Fighter, Donkey Kong 94, Stunt Race FX, and lots more!

TOTAL!

ON SALE THURS 7th JULY

Richard Garriot's famous fantasy hero, Lord British, steps proudly from the fortress of the PC and stumbles blindly into the bawdy tavern of the SNES.

US Release

Game: Ultima VI: The False Prophet
Publisher: FCI
Developer: Origin (conversion by Pony Canyon)
Price: £54.99
Release: Out now
Players: 1
Cart ROM: 16 Mbit
Adaptor: Any
Game supplied by: Zap Computers (0532) 590077

ULTIMA VI

THE FALSE PROPHET

Britain is peopled with, er, people who confuse 'thee' and 'thou'. I have to kill them, you understand.
Jaana attacks with Crossbow!

A portal to the nether regions of hell. Made by MFI, methinks.

IF THE CODPIECE FITS...

The fantasy realm of Britain is being invaded by demons using elder shrines as gateways.

Well, we all have to make sacrifices.
You try to escape, but you are tied to an icy-cold slab of stone.
There's only one thing to do. Strap on that scabbard...
Shamino attacks with Magic Bow!
... and hit those monsters so hard that they turn into chests of gold.

GOOD, BAD OR UGLY?

The eighth game in the *Ultima* series has just appeared on the PC, and jolly lovely it is too. Unfortunately, this is a Super Nintendo magazine, so I'm afraid I'm going to have to tell you about *Ultima VI* instead. And you're not going to like it one incy wincy bit.

Ultima VI claims to run in real-time: the inhabitants of Britain rise with the sun, go about their daily business, stop for lunch and go to bed when dusk falls. It's a great idea, but the implementation here is hopeless. A day seems to last about five minutes, and in the course of walking my party from one side of town to another, the sun rose and fell no less than three times. What begins as laughable ('Quick, the sun's falling! We've got 15 seconds to make it to the inn before it shuts!') soon becomes deeply annoying, as you wander about outside a shop waiting for it to open. Worse still, nightfall restricts your vision to a small circle of torchlight – even inside an illuminated building, strangely – which, frankly, looks graphically duff. Superior torchlight effects have been used in every game from *Soul Blazer* to *Alcahest*, so I can only assume that the programmers who converted this game must be lazy, incompetent, or completely unfamiliar with the SNES (or possibly all three – this is the work of Pony Canyon, after all).

Combat with Britain's unusually hostile flora and fauna is resolved in a turn system, with all the usual statistics regarding hit points and armour class. It's slightly more involved and animated than (for example) *Dragon Quest*, because you can move around the screen during a fight whilst the monsters flood towards you, but it's still not what you'd call an 'action' RPG. Imagine a one-player *Gauntlet* where the action suddenly pauses to let both sides take turns attacking with their weapons, and you'll have an idea of how much fun this is. Aye, not much.

Perhaps we've been spoiled with a couple of quality Japanese games, because this just feels like a pale Western imitation.

● Zy Nicholson

GRAPHICS	SOUND	GAMEPLAY
35%	54%	40%
GAMELIFE	OVERALL SCORE:	45%
64%		

VERDICT: ***Ultima*: *The Vast Profit*** **(for old rope), more like. Compared to *Zelda* or *Secret Of Mana*, this is a shameful bit of old tat.**

Scrap. Fight. Rumble. Brawl. Tussle. Whatever you call it, people like doing it. At least, they do in video games. And the latest to limber up and don the gloves for your pleasure is *Fighter's History*. It's already seen some action in court and it looks pretty handy...

Japanese Release

Game: Fighter's History
Publisher: Data East
Developer: In-house
Price: £59.99
Release: Out now
Players: 1 or 2 simultaneously
Cart ROM: 20 Mbit
Adaptor: NTSC only

FIGHT THE GOOD FIGHT

One criticism of *FH* is the lack of diversification between characters. They're all fairly standard – you won't find anyone in here to match Dhalsim or Blanka.

CLOWN

As just about the only truly original character to appear in *Fighter's History* (even Karnov appeared in his own game years ago), Clown is the penultimate character in the one-player game. Despite his fancy dress he can kick botty with the best of them. Swine.

Fighter's History – now what could that be about? A game with Big Daddy's greatest ever splashes? Or maybe something more obvious?

FIGHTER'S

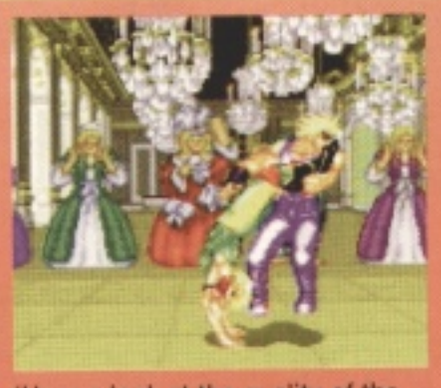
IT'S NOT *ALL* THE SAME

There *are* differences between this and *SFII*; some token, some not... OK, all token.

Oooo look: a survival mode, angels instead of birds, and, um, various bits of clothing falling off. Ah.

Lee: 'Have a bit of that, Jean!'
Jean: 'Ow.'
A typical exchange down at the Old Broken Spleen.

Feilin makes like Paul Daniels, with a volunteer from the audience.



'Have a look at the quality of the stitching on my new boots!'

Close-quarter fighting – like *SFII* – involves throws and grapples.

LEE

Lee's special moves aren't quite the show-stoppers on display elsewhere, and he's only got two to play with. Practise, though, and he proves to be a solid combatant.

MIZOGUCHI

This guy's ideal for Ken and Ryu fans. His Fireball and elbow attacks are easy to use and are both very effective.

JEAN

A fit and lithe French fop with more than his share of dandiness (witness his flower trademark). He's quick, strong and fights in a ballroom for some reason.

MARSTORIUS

Marsy's size and lack of speed spawn obvious comparisons with a certain Russian wrestler. And his suplex moves only add further weight to them.

RAY

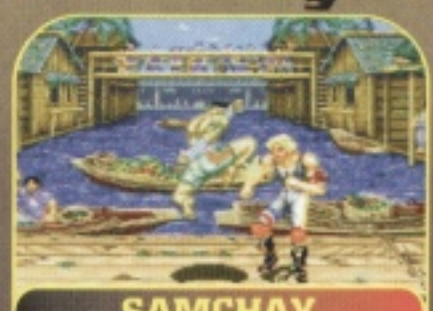
Flash Gordon fan Ray is just one of the nine characters to display a standard Fireball attack, albeit under the banner of Big Tornado. He's a good all-rounder.

KARNOV

The Big Cheese. The Top Dog. The Gnat's Elbows. The not-really-as-hard-as-you-would-expect-an-end-of-game-boss-to-be-type-bloke.

MATLOCK

Did somebody say Guile? No, his Hurricane Kick is nothing like Guile's Flash Kick, nor is his Spinning Wave at all similar to Guile's Sonic Boom. Honest guv.



SAMCHAY

As the merry band's kickboxing quotient, Samchay uses a tough Tiger Knee-like blow and his version of yer basic Fireball. Nice shorts!

RYOKO

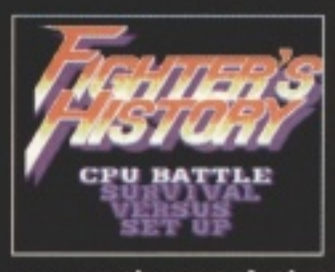
Ryoko's titch-like proportions hide her masterly range of judo-based attacks, comprising a four-hit roll and two types of throw; including this somersault job.

FEILIN

A versatile young lass with command of a Green Claw Fireball which can be unleashed both from standing and in mid-air at diagonals. She's pretty handy.

HISTORY

GOOD, BAD OR UGLY?



If you have never seen the arcade original, you may be wondering what basis Capcom had to create such a fuss over *Fighter's History*. A moment's postulation, then, to consider which parts they might have claimed were 'stolen' from *Street Fighter II*:

- The most obvious point is the range of moves which have been lifted straight out of *SFII*. Mizoguchi's Fireball is executed in the same fashion as Ken or Ryu's, and (other than being *slightly* different looks-wise) is identical. As is Matlok's Spinning Wave attack, which is performed in the same way as Guile's Sonic Boom; again looking very similar. Ditto Jean's Quick Hand Slap which – you guessed it – is stolen from E Honda's, and although it's a pale imitation of the original, it's still an imitation. The list goes on.
- The overall presentation is awkwardly alike. After beating an opponent, for example, the winning character will appear in a cameo alongside the now worse-for-wear loser, with an accompanying put-down along the lines of: 'Over so soon? I was just getting warmed up'. Enough said.
- And here's the biggy: It simply feels very similar to play. So much so, in fact, that due to my familiarity with *SFII*, I was able to complete *Fighter's History* at my first sitting (on Easy, admittedly). Certainly, anyone expecting any fantastical improvements over and above *SFII* are going to be disappointed – but more of the same, yes.

Right. So we've enough evidence to prove that this is the most blatant *SFII* rip off yet, but how does it fare in arcade-to-home translation terms? Very well, I'm pleased to report – it's at least as accurate a conversion of its parent as the original *SFII* was. The backgrounds are especially noteworthy, with Mode 7 floor effects and lots of incidental details such as bobbing boats, riotous bystanders and some magnificent sky effects. Perhaps unsurprisingly, it hasn't quite got the polish of Konami's *Tournament Fighters*, but it isn't far off.

As far as playing goes, *Fighter's History* is just about as good as the original *SFII*; with fine character weighting, satisfyingly solid connection of blows and plenty of room for combos. There's no rage gauge affair to worry about – this is a straightforward kick-lumps-out-of-each-other-'til-you-fall-over deal, and that's fine by me.

There's no crazy speed option, just slow or fast, neither of which will set any pulses racing. And there's only two bosses, and no facility to 'be' them. But when all's said and done, if you're *dying* for more straight *SFII*-style action you can't go far wrong with this.

● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
85%	80%	88%
GAMELIFE	OVERALL SCORE:	
84%		85%

VERDICT: Others will trounce this for being overtly derivative, but that's exactly why it's such a damn fine game. Can't wait for *Super SFII*? Got *Turtles*? Have a look at this.

ACTION REPLAY MK 2

THE ULTIMATE GAME BUSTING CARTRIDGE

Just imagine, infinite lives, unlimited energy, special effects, extra fuel/ammo-play on any level. Become invincible with the Action Replay MK 2 Cartridge.

FOR THE **SUPER NES™**

£49.99 INC. P&P

WITH FREE JOY PAD!

NEW **MEGA CHEAT INPUT SCREEN**

Now you can input up to 100 different cheats on any game at one time. This new feature allows you to customise your games with as many cheats as you like - all at once. Imagine - infinite lives, unlimited energy, special moves, super high jumps, double speed, unlimited weapons, infinite retries, custom colours, special magic etc. etc. - all at once? Well now you can with the new Mega Cheat System.

NEW **'DEAD CODE' GENERATOR**

"Dead Codes" are super cheats which effectively enable you to rewrite whole sections of the game giving total control. No other product features "DEAD CODES".

NEW **ADVANCED CHEAT FINDER**

Action Replay has always allowed you to input not only the thousands of cheats found in the cheat book supplied or from the huge number of cheats published in magazines each month - but the feature that has always put Action Replay ahead of any other cheat system is its unique game trainer (cheat finder) feature. Now the game trainer is even better with improved game cracking routines plus new menu systems which make cracking open your games now even easier.

NEW **NEW SLO MO FEATURE**

With this unique feature you have total control of the speed of the whole game. You choose from about 10% to full speed very effective with most games!

NEW **UNIVERSAL ADAPTOR FEATURE**

This unique adaptor feature which allows you to play even import titles has also been improved. Now you can even play so called "NTSC only" games from the US and Japan.

NEW **UNIVERSAL CHEAT SYSTEM**

Only with Action Replay can you use the same cheat on UK, US, and Japanese versions of most games. So if you see a cheat in the Manual or a Magazine you can use it with even an imported version of that game. No other cheat system can do this!

NO NEED TO WAIT

So remember because Action Replay has both a **Universal Adaptor** and a **Universal Cheat System** you can buy the latest releases even as import and crack them wide open NOW!!

ACTION REPLAY HELP LINE

INFORMATION AND NEW CODES

0782 745990

line open 9.00am-5.30pm Mon-Fri.
9.30am-1.30pm Sat.

Buy Action Replay for the SUPER NES™ directly from Datel and receive this competition Pro™ Super 16 control pad absolutely free!!

★ Turbo Fire ★ Auto Fire ★ Slo-Mo
★ 8 Way Super Switch

Normally £14.99 if purchased separately. This offer is only applicable when Action Replay is purchased directly from Datel by Phone, Mail or Personal caller.

WHILE STOCKS LAST

PROGRAMMABLE UNIVERSAL ADAPTER

TOTAL CARTRIDGE COMPATABILITY IS HERE.

You can play the latest import titles now with the new programmable Universal Adaptor.
Any import game - any Super NES™ - almost any combination allowed.
If you wish to play U.S. and Japanese cartridges on your U.K. Super NES™ or play U.K. games
on your import Super NES™ then this is the total solution.
Fully intelligent design automatically matches your console to any cartridge type.
Unique programmable design allows you to enter special "Access Codes" for future import games as they are released - probably the only adaptor you'll ever need.
Works with even so called "PAL only" and "NTSC only" games. The new programmable Universal Adaptor will play the games when all other Adaptors fail!!

£24.99

★ IMPORTANT
ACTION REPLAY IS NOT DESIGNED, MANUFACTURED, DISTRIBUTED OR ENDORSED BY NINTENDO OF AMERICA INC.

Pro UNIVERSAL ADAPTER

YOU CAN NOW PLAY US & JAPANESE GAMES ON YOUR SUPER NES™

The Universal Adaptor feature of Action Replay 2 is available separately!
With the NEW Universal Adaptor you can now choose from the huge range of US & Japanese software and play it on your UK SUPER NES Console...even so called "NTSC only" games from the US!!!

£14.99

HOW TO ORDER

24 HOUR MAIL ORDER HOTLINE

0782 744707

Send Cheques, Postal Orders or credit card details to:-

DATEL ELECTRONICS LTD.
GOVAN ROAD,
FENTON INDUSTRIAL ESTATE,
FENTON, STOKE-ON-TRENT,
ST4 2RS, ENGLAND.

DATEL ELECTRONICS

CALLERS WELCOME

NINTENDO & SUPER NES™ ARE TRADEMARKS OF NINTENDO INC.

US Release

Game: Liberty Or Death
Publisher: Koei
Developer: In-house
Price: Approx £50
Release: Out now
Players: 1 or 2 simultaneously
Cart ROM: 8 Mbit
Adaptor: Any
Game supplied by:
Zap Computers (0532) 590077

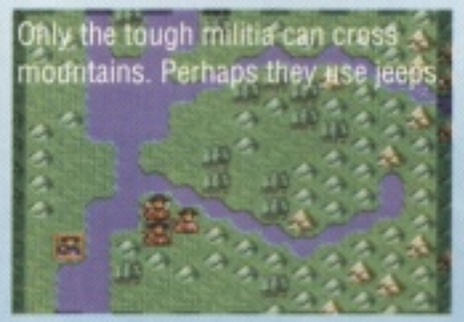
I say! Koei seem to have got the accuracy of this game just right, old boy.

LIBERTY OR DEATH

Yeah, now get outta my damn country, ya limey.

America was a lovely and peaceful land. Then the Americans chucked us out – just look at the place now. Tchoh!

Left: Training is vital. And fun.



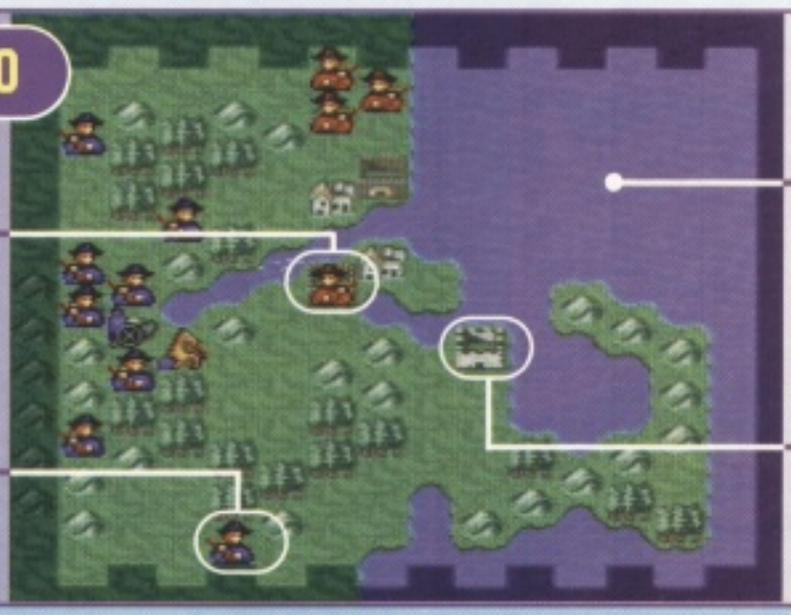
Only the tough militia can cross mountains. Perhaps they use jeeps.

COME AND HAVE A GO

Let's see how the battles work, then.

Plucky Brits
Bravely holding onto the Empire, and giving the enemy a bloody nose as they do it.

The Americans
As this is their country, it's not surprising that there are so many of them in this attack.



River
Generally uncrossable; although the English can call on a ship to sail up it and blow up the Americans.

Fort
Dead useful for hiding in. You lose fewer men when you're squatting behind these walls.

GOOD, BAD OR UGLY?

Being a historical wargame, there's a lot of detail in *Liberty Or Death*. You get to 'meet' loads of commanders who, as well as possessing obvious wigs and ridiculous names, seem incapable of controlling their forces.

In fact, these commanders are the key to the game. You drill their men for them, give them rations, ammunition and other useful military things, then point them at the enemy and watch as they get themselves slaughtered or captured.

When you load up *Liberty Or Death*, prepare to wade through more options than any decent-thinking person can stand. Instead of simple, effective controls, you're faced with a mass of annoying ayes and nays as you make decisions for every character under your command. These are mind-numbing; you have to buy food for them, train them, even get them to produce a fanzine-style newsletter to make them more popular. This is an army, for heavens sake! They should be training automatically, buying their own guns and getting ready for the mother of all wars of independence!

Anyway, like all wargames, the most sensible thing to do here is get the largest force possible in one place, then go on the rampage. This tactic works well in *LOD*, especially if you are the Americans, who have the advantage anyway.

The battles occur on single screen, and each leader's forces appear as a little bloke. It's impossible to put two units on top of each other, but if they're side-by-side you do get a bonus. In every round, numbers drop off all the fighting units until one side disbands or dies. It's not very exciting, actually.

If you judge this game on its historical accuracy, you'll be pleasantly surprised. You might even learn something. That evil word 'education' rears its egg-shaped head.

But you wouldn't buy *Liberty Or Death* just because it can teach you about the American War of Independence. You'd buy it because it's fun, absorbing and a jolly good game. But it isn't. It's mildly diverting for a while, but it's too finicky and annoying to really get into. And the Americans nearly always win.

● James Leach

GRAPHICS	SOUND	GAMEPLAY
76%	34%	42%
GAMELIFE	OVERALL SCORE:	41%
33%		

VERDICT: Liberty or death? Death is marginally the better option here. (Unless you're a wargame fan, and fascinated by American history.) You'll want to play something fun after you've had a go at this.

NINTENDO & SUPER NES™ ARE TRADEMARKS OF NINTENDO INC.

THE CHEAT FACTORY

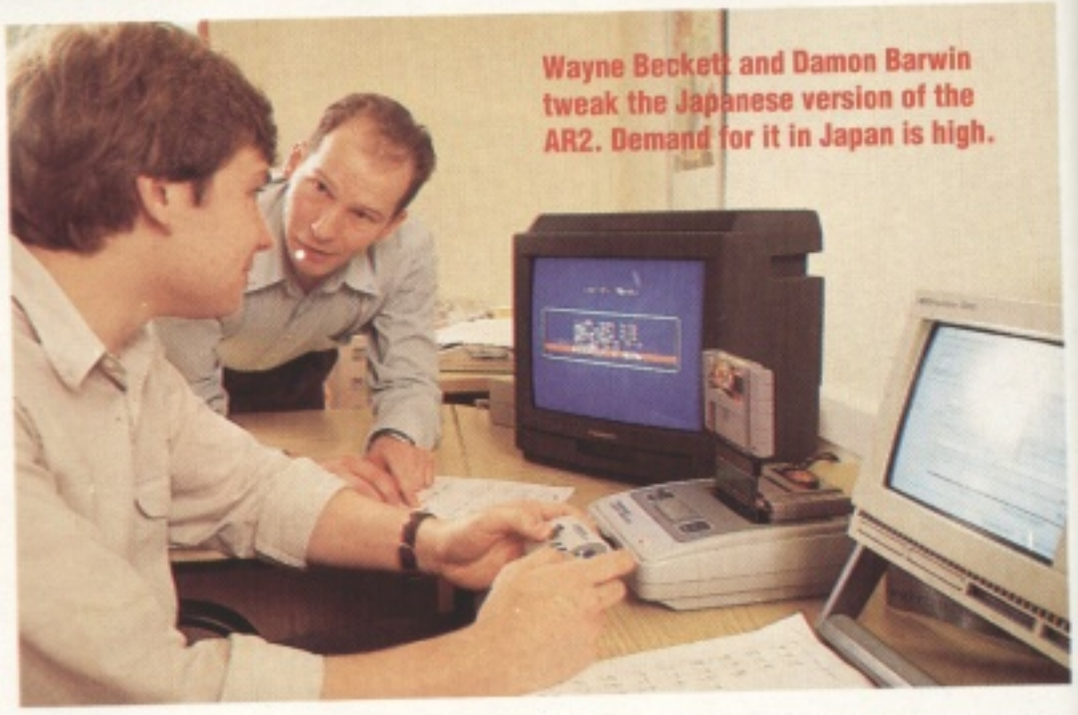
The chances are that you own an adaptor or a cheat cart. And if you do, it's probably made by Datel. *Super Play* investigates the company and takes a closer look at the hardware they produce.

Eleven years ago, Datel used to make ZX Spectrum joystick interfaces. There were loads of Speccies around, and since the machine itself didn't have a joystick port, the Datel device was snapped up. Later, the fledgling company went on to manufacture a Commodore 64 tape adaptor (enabling it to work with any cassette recorder). Then came the big step. The C64 Action Replay cart was born.

This was a device which would let you freeze a game in progress, and examine what made it tick. You could dump out screens to tape or disk, and you could change the code itself. It was a powerful tool indeed.

Datel made the same device for the Amiga when it was launched, and suddenly everyone with the slightest interest in how the games are put together was using them.

The thing about the Action Replay was that you could use it to cheat. By changing elements of the code which governed lives, power or energy, you could make yourself invulnerable. Thus, you could finish any game.



Wayne Beckett and Damon Barwin tweak the Japanese version of the AR2. Demand for it in Japan is high.

game they own. When you buy a game, you should do your damnedest to complete it without cheating. That way it's a challenge. But if you really can't finish a game, no matter how hard you try, you'll always be denied some of it. This is where we come in. The Action Replay is perfect for getting yourself past a tough bit in a game, thus enabling you to carry on with the rest of it.

Of course, some people will use our carts to cheat straight through games the first time they play them. They're only spoiling the enjoyment for themselves. But there are much more fun ways to use it. For example, returning to games which you haven't played for a while, and using our cart to find out things about them you never suspected. You can change aspects of a game and make it tougher, easier, faster, slower or whatever you want. Our carts can add longevity to games.

All the manufacturing of Datel's products is done at their Stoke-on-Trent factory. Here's the chip storage shelf.

Q *Super Play* asked Wayne Beckett, Datel's product development manager what he thought of the criticism aimed at their device.

A People often say that cheating your way through a game takes all the fun out of it. What's the point of buying a game, then finishing it effortlessly a couple of hours later, because you've cheated?

I agree with them. Cheating your way through a game is less fun that completing it properly. But the reason our Action Replay carts sell so well is that almost nobody can finish every

Q What about the programmers whose games you find codes for?

A They're fine about what we do. We don't have much contact with them, but they don't bear grudges. In fact, it ensures that people keep playing their games, so they shouldn't mind. The Action Replay 2 does so much that it can extend the life of a game by months and months.

Q So, is there ever going to be an Action Replay 3?

A The thing is, when we came up with the AR2, we added every feature we could think of. People said that there should be provision for 20 or 30 codes. We worked at this for a long time, and it seemed impossible. But then one day we cracked it and decided to put 100 codes in. This isn't because anyone would input 100, it's to stop those who'd moan that 20 or 30 isn't enough.

We put in a slo-mo which interrupts the processor (and is much smoother than a joypad slo-mo, which uses pause), and had an effective country-code adaptor. We honestly couldn't think of much else it needed. So an AR3 is unlikely, because unless people write to us with possible improvements, we don't know what to add to it.

If we did do one someday, it'd be nice to have battery back-up and hundreds of built-in codes, but this would make it much more expensive.

Q What do Nintendo think of the Action Replay?

A They aren't really that bothered about it. Nintendo are powerful and unyielding, but they seem to have relaxed their attitude a little recently, and they're getting more mature about the games industry.

Our products can only help their software sales – and if they were going to do something about it, they would have done so by now.

Q Does that mean that you're deserting the Super Nintendo?

A Not at all. SNES hardware is our best-selling line, and we will be producing it for as long

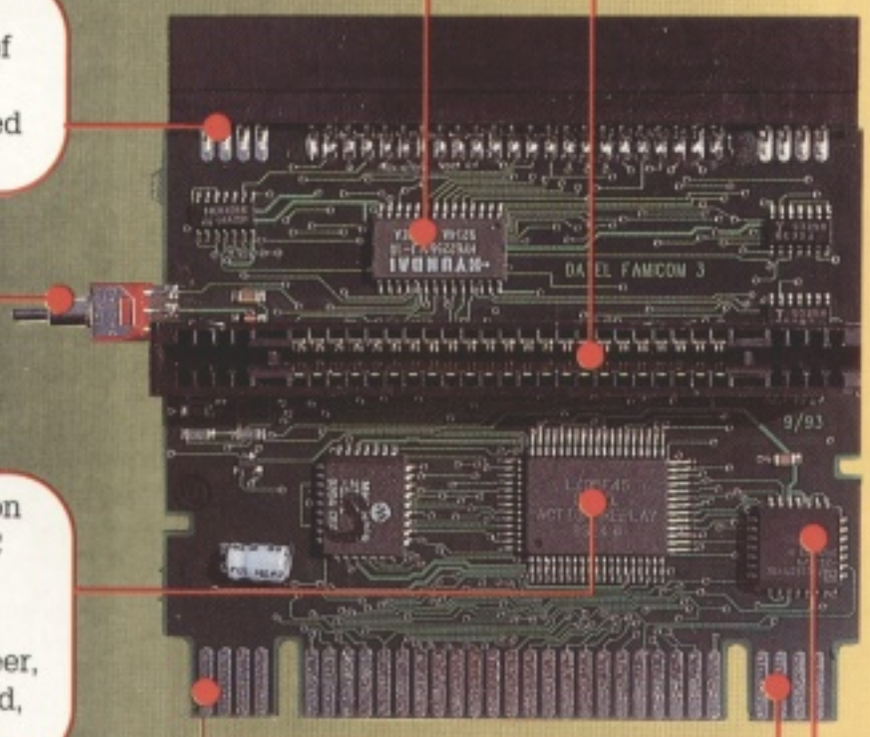
HOW THEY MAKE THE ACTION REPLAY

Datel assemble the carts, do all the chip design, software writing, box designs, printing, artwork and everything else in a big unit near Stoke-on-Trent. These are the stages involved in making AR2's.

1 Blank boards arrive. These are imported from the Far East.

INSIDE THE ACTION REPLAY 2

How does the Action Replay 2 actually work? What magic lies inside that attractive casing, with its gaudy sticker? Follow us to find out...


The RAM chip. This remembers all of your trainer possibilities while you search for lives, energy and so on.
Connector for 'key' cart.
4066 Analog Switch Chip. This takes care of the adaptor feature of the Action Replay, automatically sensing when a 'key' cart is inserted into the back of it.
Switch of enable/disable.
This is the heart of the SNES Action Replay. It's our own unique ASIC (application-specific integrated circuit). This custom chip was designed by Datel hardware engineer, Roy Harding. It takes the codes and, er, does clever things with them.
Extra-wide connector for FX games.
This is the Action Replay ROM written mostly by Damon Barwin. It provides the menus and the trainer in the same way as a game ROM works.

as people want it. More and more people buy SNESes every day, so of course we'll support the machine. But we genuinely can't think of any features which the Action Replay 2 doesn't have, and which we could incorporate in another device.

Q What about Project Reality?

A We'll be getting hold of one as soon as we can, and we'll start work on an Action Replay for it immediately. We will produce hardware for every machine we can. After all, it's what we do best.

The only machine we haven't got plans for is Nintendo's 32-bit Virtual Reality. That's because we just don't know anything about it.

ARE *YOU* A TOP CODE-FINDER?

Datel are continually updating their code library, and if you've found something weird or special, then they want to hear from you. Let them know by phoning their special code line on (0782) 745990. You could win yourself a T-shirt or, if you really impress the nice Datel folk, a cart of your choice.

HOW TO CHEAT

Damon Barwin is the chief console programmer at Datel. This makes him the cheat-king. And here's his guide to getting the most from your Action Replay 2:

1. There are two main sorts of code. The first are ones that begin with 00. These are ROM-based. You only tend to get two or three per game. FX games like *Starfox* use these a lot, though. And codes starting with 7E are RAM-based. These are the most common sort. Most valid parameters are found at the start of this memory (7E0000-7E2000).

2. Cheat codes are normally close to each other. For example, *Super Aleste* has the lives counter at 7E0157 and the smart bombs at 7E0152.

3. If you're left with more than one possible parameter after countless tries, just input all the codes and then remove them one by one.

4. If looking for strange cheats like *SFII*'s 'special moves in the air', use the start change method when your character is on the ground. Then use the opposite function when jumping in the air.

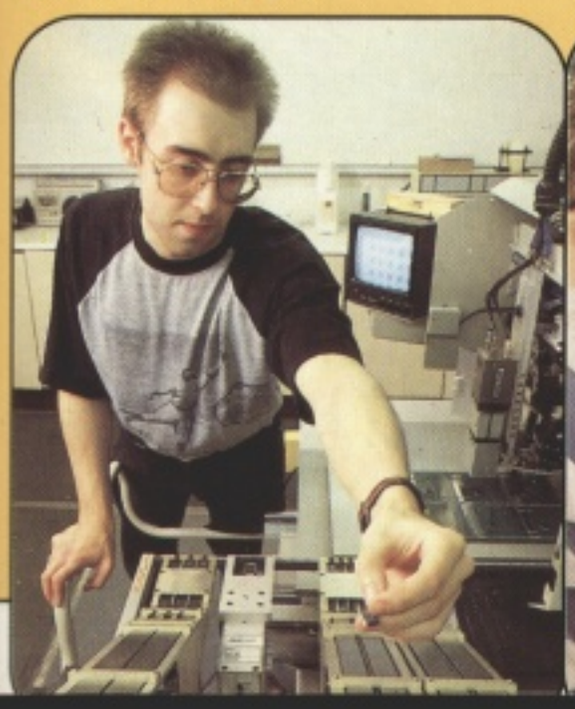
5. To find a level select, play on Level 1 and press reset to activate the trainer. Select trainer type one and enter the number one (for Level 1). Play to Level 2, then enter the number two. Do this a few times to get a code which should look like the following; 7E000001 (with a one or zero at the end). Replacing this last number (one, here) with a different number will let you jump to that level. Be careful – if you leave the Action Replay enabled when you complete that level, it will start the same one again.

6. If you see a code with an 'X', please don't ring and tell us there's no 'X' on your Action Replay. We know there isn't. It simply means you should put another number in place of 'X'. For example, five if you wish to jump to Level 5.

7. Before you can enter any Action Replay codes *you need an Action Replay*. It seems obvious, but you'd be surprised.

8. If you can't find any codes in a game, or you're having problems with a code you *have* found, call Datel's code line for some friendly advice. The number is (0782) 745990.

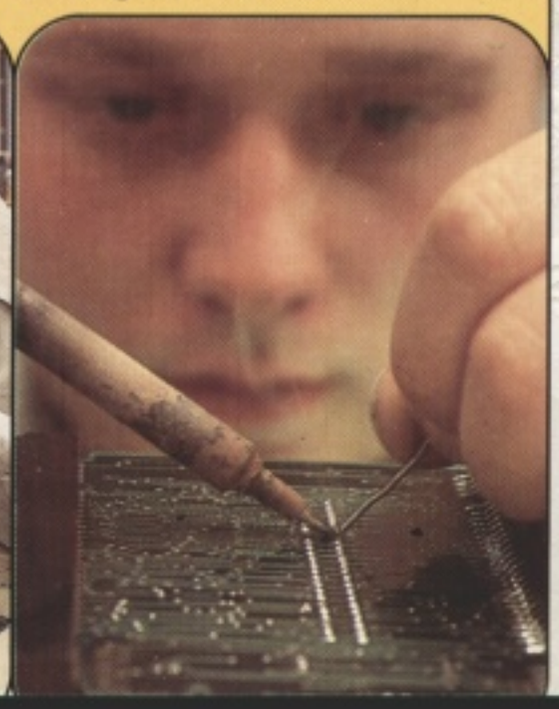
2 Pick and place machines, then add the chips to the board. At this stage, the robotic arm sticks the chips on with glue.



3 The reflow machine actually dunks all the connections in solder, to seal them so that the electricity can flow.

4 At every stage, the boards are inspected. Look out! Here's someone inspecting them now. Hmm. No problems there, squire.

5 The solder is tested by a trained solder-tester. If the solder is crap, the whole thing is done again, until it isn't.



Subscribe to *Super Play* and save Neko from a fate worse than death...

Your meddling with the very stuff of life itself has incensed me. Thusly, my only recourse is to take out a subscription.

Taking out a subscription to *Super Play* will improve your life so much that you'll probably send us flowers and sweets – in a clumsy attempt to say thanks.

Name:

Address:

Postcode:

Date:

Signature:

Tick here for the subscription you want

Direct debit

- ☐ UK £24.95
- ☐ Europe £41.95
- ☐ Rest Of The World £52.95

Other payment

- ☐ UK £29.95
- ☐ Europe £49.95
- ☐ Rest Of The World £57.95

Method of payment

☐ Direct debit ☐ Cheque (Payable to Future Publishing Ltd) ☐ Access ☐ Visa

Card no: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ Expiry date:

Return this coupon, together with a cheque if applicable, in an envelope to: ***SUPER PLAY*, FUTURE PUBLISHING LTD, FREEPOST, SOMERTON, SOMERSET TA11 7BR.** (You won't need a stamp.) **OR PHONE (0225) 822511.**

This coupon is valid until 31 August 1994. SU/MAG/0894

Super Play Direct debit form Originator's ID: 930763

This form instructs your bank or building society to make payments direct from your account. Please complete all five items and send it to us as directed.

(Banks and building societies may refuse to accept instructions to pay direct debits from some types of accounts.)

1. Full address of your branch:

To: The Manager

..... Bank/Building Society

.....

.....

.....

2. Account number: ☐☐☐☐☐☐☐☐

3. Sort code: ☐☐ ☐☐ ☐☐

4. Account in name of:

_____

Instructions to bank/building society:

- **I instruct you to pay direct debits from my account at the request of Future Publishing Ltd.**
- **The amounts are variable and may be debited on various dates. I understand that Future Publishing Ltd may change the amounts and dates only after giving me prior notice.**
- **I will inform you in writing if I wish to cancel this instruction.**
- **I understand that if any direct debit is paid which breaks the terms of this instruction, you will make a refund.**

5. Signed _____

Date _____

SUBSCRIBE!

We've finished building the perfect Neko replica out of finely milled kevlar, titanium and hundreds of feet of complicated wiring. All that we need is the living, pulsating brain of the tiger himself.

WHERE'S NEKO'S BRAIN?

Yes, in a rather poorly-thought-out facsimile of the *Syndicate* plot, we built a mobile Neko-suit which required a living brain to run it. We cornered Neko, and despite pleading with him to relinquish his brain, he refused. So we decided to persuade him with a little more force...

Our plan is to send Neko to Japan, where he will rise out of the sea and blend in with the population, until we're convinced he's been accepted into every facet of Japanese culture.

Then, at a pre-arranged signal, we'll instruct him to smash his way into Nintendo's HQ. There, he'll ignore the ineffectual bullets bouncing off his armour, and will collect everything that Nintendo won't allow us to see.

Then, he'll sink back into the sea to bring us the goodies. Then, and only then, he'll self-destruct.

There's only one thing that can thwart our evil plan to create what we call the Nekoid. You can subscribe to *Super Play*. You'll get every issue delivered to your door (and in many cases, through it), and you'll save money if you use the convenience of direct debit.

If you subscribe to *Super Play*, you need never run the considerable risk of Europe's largest SNES magazine selling out; and you need never hunt down the last copy in the rain, when everybody else is tucked up warm in bed and things.

Oh, and subscribers have recently been able to enter some whacking great competitions to win loads of carts and everything. You don't get to join the special elite club that is the *Super Play* subscription list unless you fill out that form. You'll get a letter from the editor as well. So you will be even better informed.

Super Play subscriptions are great, get one and you'll save Neko from his conversion into a baked bean can with legs.

Super Play
Enhance your life with a subscription

3 RDP 162
RDP 162
RDP 162
RDP 162
RDP 162
3A
7A
14
542
stroke
384 yards
15mph
Excellent
SIDE POCKE
GAMES MASTER
Super SF2, Mortal Kombat 2, Shaq Fu, Micro Machines 2, Earthworm Jim, Theme Park, Elfmania, Battlecorps, RBI Baseball '94, Combat Cars, Heavenly Symphony, Dr Hauzer, Spectre...
THE ULTIMATE VIDEOGAMES MAGAZINE

FREE

12 SUPER SF2 POSTCARDS.

PLUS!

WIN OUR SUPER SF2 CART - PLAY IT BEFORE YOUR MATES.

SUPER STREET FIGHTER II

THE FIRST SNES REVIEW

WORLD EXCLUSIVE

ON SALE - THURSDAY, 30TH JUNE. £2.25

BE THE FIRST TO KNOW!

SUPER PLAYER'S GUIDE

NBA JAM

ACCLAIM (US/UK)
By Jim Smith

You put the ball in the basket. The team with the most points wins. What? There's more to it than that? Oh, all right then...

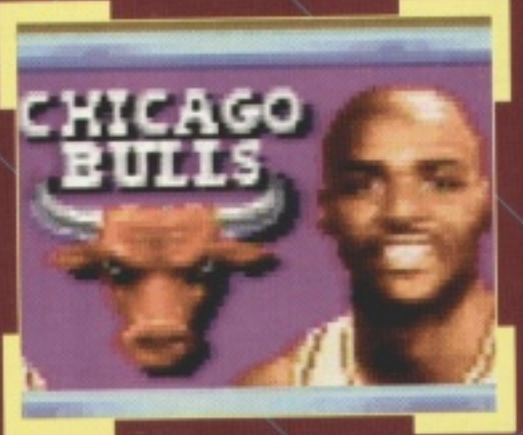
Basketball should, in theory, make a great game for computer simulation. It's fast, furious, high scoring and spectacular to watch – or at least that's the impression you get from watching Sky. In fact, it's safe to say that none of the basketball sims in the past have come close, which is a big disappointment for basketball fans like myself. The problems they hit are obvious: five players on a side, all running around a tiny court, making it impossible to know where you're passing or see what everyone else is doing, (sometimes it's even hard to know who you are). Also, being a non-contact sport, it was always hard to play well defensively without fouling – and getting called for fouling is very tedious.

The *NBA Jam* programmers threw caution to the wind. They solved the confusing passing game problem by dispensing with three players from each team. Now you only have to pass to the other player on your team. No confusion there, Eh?

They've also done away with fouls, backcourt rules, sideline throws, free throws, off sides, everything. Yes, all the confusing and time-wasting elements of real basketball have been rejected, leaving a very fast, very easy to play game that's spectacular to watch. Isn't that just how it should be?

Objectives

Simply put, your objective is to beat all 27 NBA teams as quickly as you can, and get your name up on the Grand Champion table, see the neat end sequence and die a happy jammer. First, though, you have to get there (it's not that difficult; just time-consuming). The computer teams get steadily harder and you have to concentrate hard towards



TEAMS

NBA Jam is best played with a team-mate (at least in tag mode), so you can communicate on the court to achieve the best positions. Likewise, different teams will suit different players.

Top teams

CHICAGO

(1) Excellent – mainly because Scotty Pippen is the best player in the game. He's got spectacular dunks AND great three-pointers. Don't underestimate the range of Grant's dunks, however, especially as a computer opponent.

CHARLOTTE

(2) Your best bet if you want a good matched team with two equally skilled players. Their speed and three-pointers are admirable and they both move well towards the basket (although the range of their dunks is often questionable).

ORLANDO

(3) A team for the strategy player. Skiles and Anderson are both fast and defensively strong: Anderson performs excellent dunks, always with the option to pass off to Skiles for a last minute three. Skiles' poor dunk rating is misleading; he performs very classy lay-ups which he usually releases very early in the jump, giving little chance for the defence to block.

N Y KNICKS

(4) Although slow compared to the others, these two make very strong moves towards the net and both perform well defensively.

the end. When you beat the last team (Chicago) you get some great credits with star players doing extravagant dunks (subtitled with cheesy comments from the programmers), followed by your name appearing on the Grand Champ's table. Best of all, next time you play you're treated to the 'juice' mode – it

runs about 50% faster that the original game, and is, quite frankly, cracking!

Rules and controls

The instructions explain the controls clearly, apart from two areas: you normally win a tip-off jamming

shoot/block; and you have to release the ball before the buzzer at the end of a quarter, for the last shot. The timer *will* stop you in mid-dunk.

Team stats

1 The stats of each player are equally important, so there's no rule which makes, say, a strong defender more effective than a good dunker. It depends on your tactics.

SPEED
A major consideration, obviously, but it's how you use it that counts. A zippy player can leave the pack at the baseline and head for an open three, sure, but he'll also have less to fear from strong defenders if he can keep one step away from them.

3 PTRS
This allows you greater shot accuracy, along with the ability to take fast snapshots, ie not waiting until you reach your jump's apex to release a shot.

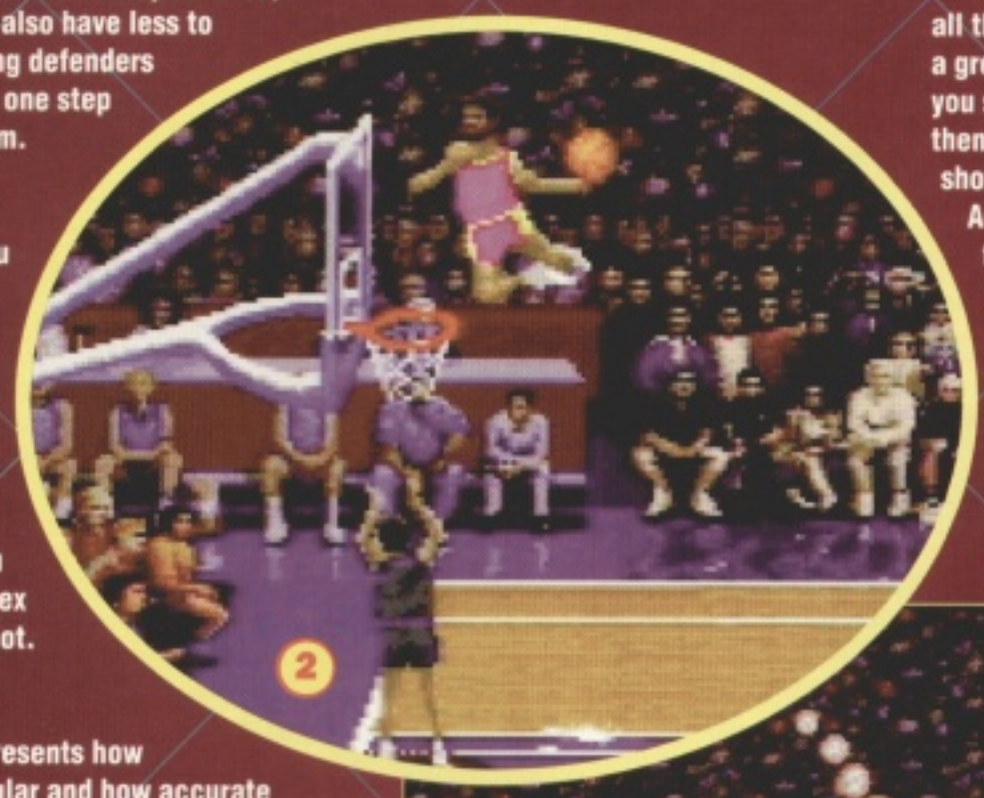
DUNKS
2 This represents how spectacular and how accurate your dunks are and the range you have (Pippen and Grant sometimes go airborne at the top of the key).

DEF
This rates your stealing ability and the force and effectiveness of your shoves; the higher the stat, the further your opponent flies when you smack 'em.

Offense (General points)

TURBO
When to use it? Well, you should always take turbo shots and do turbo passes because both are more accurate. And you should always use turbo to get into a good position; but when you are in a good place, try letting your turbo charge up before you make your move. Turbo should, ideally, be saved for those quick bursts of speed to beat defenders. If you turbo all the time you'll soon run out and there's nothing worse than going for a dunk and finding out that your turbo is no more.

TIP-OFF
3 The best way to win the tip-off is to hit shoot/block at the top of your jump, or simply to jam the shoot/block button repeatedly and just hope for the best.



important when bringing up the ball from the base line – a job which should be done cautiously, especially if you move to the sidelines where you can be easily cornered.

Look for the pass to your team-mate all the time, but don't be afraid to make a greedy move towards the basket. If you save your turbo while dribbling, then use it to beat your defender; you should have an easy dunk every time. Anyway, you always have the option to pass off at last minute to your team-mate for an open three.

THREE POINTERS
If you're ever unmarked and on the three point line then for heaven's sake shoot, remembering to move in to the basket for the

DUNK PASS
This is just as it sounds, really. At any point before you release the Shoot button – or before a dunk connects – you can pass off the ball by simply pressing Pass. You should always do this if the defence is right in your face, and especially if your team-mate is open for an easy three. These type of passes are very rarely intercepted, so international dunk passes make good offensive plays, especially against computer opponents. The CPU-controlled guys tend to move towards you as soon as you jump for a shot, leaving your team-mate wide open.

DRIBBLING
4 Make sure that you never go too close to a defender when you're dribbling or he'll strip the ball away really easily. Never stand still if you have the ball or you're easy pickings for experienced players. These points are

rebound if it misses. It's a really bad idea to shoot if someone is marking you, but, having said that, you only need to be one step clear to be open. If you don't have the ball you should be standing on the three point line anyway, since then your mate can always hand off to you if he gets into trouble. Really smart players can pull fake threes and then turbo in for a quick dunk. The options are endless.

Other teams

Although the rest of the teams have serious faults, most contain either one strong forward (ie average speed, poor three's, good dunks and good defence) and a terrible small guy; or two average forwards; or two average all-rounders with no hidden strengths and, therefore, no value. If you get bored with the top teams try these:
UTAH, PORTLAND, HOUSTON, SAN ANTONIO, ATLANTA and **DETROIT**. All play like poor versions of Orlando.
PHOENIX is the starting player's usual choice. They're good, but purely because of Barkley.
DENVER and **SEATTLE** play a good run and shoot offense.
SACRAMENTO is okay because Richmond is so talented.
LA LAKERS. Oh, it always warms my heart to play this team. Mainly because Worthy wears glasses and Divac has a beard (!)
ORLANDO. My favourite, but Anderson's slack three-pointers sometimes ruin things.

especially if you have computer assistance selected, as the CPU will probably jump your player for you. Rebounding should be fierce so shove like crazy if you don't get it.

ON FIRE

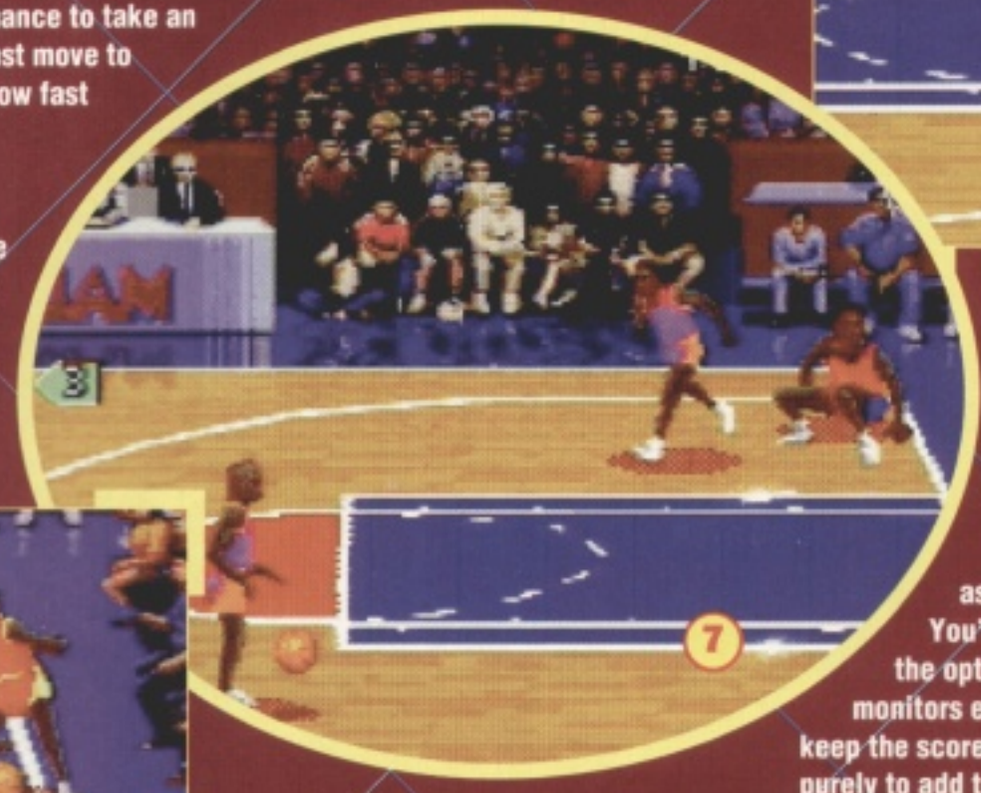
8 If you ever make it on fire then fight for that ball! If your mate's on fire then get the ball to him as quickly as possible, since he's got more chance of getting his baskets in than you have. Be defensive when you first go on fire because your opponents are bound to go for a quick dunk to turn you off. Getting too excited about going on fire spells doom. Remember that you have less control over a turboing player, so be cautious.

OFFENSIVE SHOVES

7 If your mate has the ball then try shoving his defender. This will probably give him the chance to take an open three, or make a fast move to the basket, depending how fast the other defender is.

REBOUNDING

5 Whenever you take a shot you should always try for the rebound. The best place to stand is just in front of the basket,



both using (and defending against) this tactic.

FAIR PLAY

10 So what about this computer assistance option, then? You'll soon notice that, with the option active, the computer monitors each game and tries to keep the scores as even as possible, purely to add to the excitement. For this reason, if one team goes a few baskets ahead, they'll be struck by a streak of bad luck. Wide open jump shots will miss and sometimes even simple dunks will bounce off the ring, while at the other end of the court dodgy three-pointers will be gliding in. Be wise. If you manage to take a strong lead then don't go for three-pointers – which will just miss – and only take open jump shots or dunks, which should go in.

Conversely, if you find yourself trailing, then have a dig at a few quick three-pointers, since there's more of a chance that they will go in. Massing a big lead in *NBA Jam* is much harder with this option active, especially against the computer, but even so the best man usually wins. Computer assistance has been much maligned, but if you think of it as a constantly increasing handicap for the skilled player, then you'll realise it's not half so bad.

AT THE BUZZER

Playing the last shot well is really important, especially if you're three points down. Work hard to play the last shot with about three seconds left and never, never go for a three if you only need two points to draw or take the lead. Losing at *NBA Jam* smarts really badly, especially if you miss a three and know that you could have made an easy dunk. Take note that when playing the computer in the final seconds, your opponents will run straight at you from the baseline pass. Simply get around this by turboing towards the basket.

ONE-ON-ONE

Remember that in basketball you can't dribble, pick up the ball and dribble again; it simply won't let you do it. If you get the ball passed to you and there's only one man between you and the basket, try a fake shot followed by a turbo run to the basket. Alternatively, follow a fake shot with a quick step to the side for an open jump shot. In a one-on-one situation you should always beat your defender without much trouble, but if you get stuck you can always pass off in mid-throw.

ELBOWS

9 Against human opponents throwing your elbows by jamming turbo is the most effective way to get yourself open, but you can still be shoved if the defender is close to you. The computer is very good at

Tactics

RUN AND SHOOT

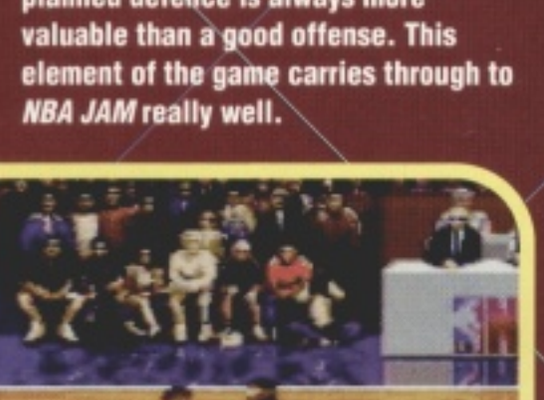
This is the simple strategy of making quick runs towards the basket; passing off if you get into trouble. Most teams can do this if you pass to a player who's turboing: the ball will be thrown to meet the guy without him having to break stride, and often this means the ball will be thrown behind the defender. If both teams go for this tactic early on, the quicker team is likely to win.

DUNK PASS FOR THREE

6 This is the best tactic to play if you have a big guy/small guy pairing or two players with good threes. It works like this: the three-point man should hover around the three-point line whilst the other guy makes a strong move towards the basket with the ball. At the last minute, the dunks man should pull a dunk pass out of the bag, and the three-point man should quickly take the open three. This is an extremely effective way to come from behind.

USE THE POST

Here's a strange one for you. Let the ball carrier dribble up to the side of the key at the top, then wait. The other guy should turbo right up next to his team-mate, receiving the ball just as he passes, and then moving in for a dunk or a jump shot, depending on what he feels like. He'll probably find himself open, if he's fast, since this play is designed to make the defenders walk into each other and get confused.



OPEN SHOT

13 This is the last play I'm going to give you and it's the most obvious. Simply keep moving and passing until one of you finds yourself open – but remember the shot clock!

Defence

Remember, defence in basketball is the key to winning the game. A well-planned defence is always more valuable than a good offense. This element of the game carries through to *NBA JAM* really well.

THE SHOVE

12 This is the means of successful defence in *NBA Jam* but it should be used wisely, because every shove drains a sizeable portion of your turbo reserves. Jamming turbo and steal means that you're going to run out of turbo in only a few seconds, which leaves you vulnerable.

The shove has a range of about half a step, and takes a second to connect.

COURT POSITIONING

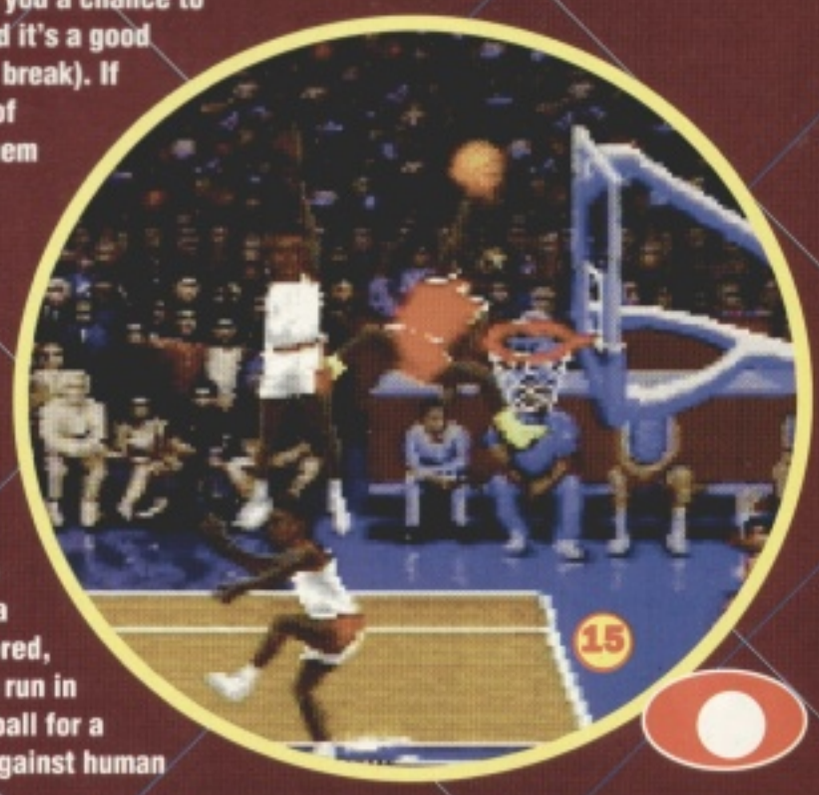
You should always stay between your opponent and the basket, especially if you're playing against the computer. And you should save your turbo and wait for the offense to make the first move. If they pass you, then you've been beaten, and you've given up easy points.

DEFENDING AGAINST THE JUMP SHOT

11 How to deal with this depends purely on where you are in relation to the shooter. If you are right in his face then you have the choice of a shove or a block. I'd choose a shove, since shoving someone who's in the air normally causes them to drop the ball, or at least sends them flying, thus allowing you to get positioned in front of them again. If, however, you're out of shove range, then you'll have to go for a block – which should at least put them off enough to make them miss.

DEFENDING AGAINST THE DUNK

You have two choices. If your opponent is right next to you when he takes to the air then you should shove him straight away – you can even do this from behind, which gives you a chance to redeem yourself (and it's a good way to stop the fast break). If they're already out of reach try meeting them with a block at the basket. It's still possible to reject a dunk if you meet them right at the ring (this takes lots of practice).



OFF THE BASELINE

When your opponents make the baseline pass after a basket has been scored, it's very tempting to run in and try to steal the ball for a quick score. Well, against human opponents I don't recommend it, since they can bomb past you if you miss and they'll be clear through the hoop. What does work, however, is for the defender in the background to drop back and the defender in the foreground to step up and shove. This is a sneaky way to beat the computer, which always passes early and can be easily intercepted.

PRESSURE THE THREE

14 Always stand in front of an attacker, which is a lot easier if you're not turboing. Wait to use the shove until they go for the shot or try to make a move past you. And remember, being beaten for the dunk isn't as bad as being beaten for a three.

TURN-OVER

15 Note that a shove which connects doesn't always knock the ball away. Be persistent. If, however, you get a turn-over, you should jam turbo for some 'elbowage' while your partner sprints down the court. Get that quick pass in quickly for an easy dunk, or an open three (if you feel lucky).

Well, that's all the knowledge I can bestow upon you. I hope it helps. Remember, *NBA Jam* purely captures the spirit of basketball; it's not supposed to be a realistic sports sim.

SUPER PLAYER'S GUIDE

SIM CITY

With this classic sim seeing a budget re-release through Nintendo UK, we thought we would give you the low-down on squeezing the most out of its four little megabits. Read on to discover the darker secrets in the heart of the city.

General Tips

In the early stages of the game you should build lots of Industrial Zones. This will help your town become a region with plenty of jobs and low unemployment, and will thus attract a strong influx of new citizens seeking work. A Seaport will strengthen your industrial base.

However, once your city has reached a population of 50,000 people, you should shift your emphasis to business and commerce by having many more Commercial Zones than Industrial Zones. This is a reflection of the economic change which real cities experience: as in real life, you may need to bulldoze some factories and engage in redevelopment to accomplish this.

Admittedly, a simulation in which you plan urban developments and handle the accounts of local government doesn't sound like the most fun you can have with your console – or, indeed, any fun at all. Give it a chance, though, and you may find yourself staying up all night with it. And, thanks to a few *Mario*-flavoured changes (and the guiding hand of Shigeru Miyamoto, no less), the SNES version of *Sim City* is the simplest and most user-friendly you will ever find. However, there are some things which even your right-hand man Dr Wright won't tell you. With our advice under your mayor's tricorn, you might even win the coveted Mario statue...

HOT TIPS

1 An effective way to arrange your Commercial or Residential Zones is to place them in 3x3 blocks and place parkland in the centre, as shown. Situate a Commercial block next to a Residential block on a connecting grid of mass transit rails. When you are awarded a gift – perhaps a big Park Zone or a Fountain – place it in the centre of the block and watch your development rise into the sky.

2 Pollution can ruin a thriving district quickly, so place your Industrial Zones and Power Stations as far from the city centre as possible.

4 The trick is to put them against the very edge of the map, so that half of the pollution they produce disappears off the edge of the screen. To a lesser effect, a coastline will also provide

Commercial phase. If possible, place it on an island or a spur of land so that the flight path is mostly over the sea: in the event of a crash, this will reduce the probability of the plane hitting a built-up area. It will also keep the intense pollution away from the sensitive olfactory glands of your citizens.

1 Straight roads and rails are far more efficient than twisty ones. Bends and corners will create traffic problems, so use a gridiron pattern when planning your city. The ideal city will have a block structure – rather like Milton Keynes, oddly enough, or any major American city – which favours public transport and mass transit.

Aim for a steady tax rate of 7%. If you need to attract business fast then you might drop it to 3 or 4% for just a year and, only if it's unavoidable, make your social service cuts to the Fire Fund first (remember that you can restrict fires yourself with careful bulldozing). Advance the tax rate to 8 or 9% to slow down the growth of your city without actually losing business. The money collected in taxes at the end of the year is calculated thus: Tax Revenue = population x land value x

2 Don't bother building more than one Airport, as only the first one will have any effect on your economy. Extra Airports won't make any difference to your city's prosperity, but they will knock big holes in your finances and create horribly noxious clouds of ghastly pollution. An Airport should be invested in only when a city has reached its

MAXIS/NINTENDO (JAP/US/UK)

By Zy Nicholson

adjacent uninhabited squares. High levels of pollution occur when Industrial Zones are placed in close proximity, so don't build them in blocks. Space them out and surround them with parkland, but make sure they're near enough your residences for workers to commute.

Don't build a Stadium until the people demand it. Did you know you could find out the score of the football game in progress by using the Query option?

tax rate x C (where C is proportional to the difficulty level of the game).

Maximising your revenue is very much a balancing act, as your people will abandon you if property values or tax rates are too high. Keep an eye on the yearly Net Migration to check if your policies are attracting new citizens or driving the old ones away.

All roads and tracks, no matter how little they are used by the populace, require constant expenditure on maintenance. Keep an eye on your Transportation Budget and make sure that you bulldoze any road squares that no longer serve a purpose.

If the Transport Fund is below 100% then the concourse will deteriorate, requiring expensive rebuilding: below 75% and you will find you just can't keep up with the repairs. A good mayor keeps his social services fully funded and cuts corners elsewhere.

CHEATS

Cash part 1

Short of greenbacks? Then here's a little cheat to puff your pockets with filthy lucre. Spend all of your money in the first year by building lots of Police and Fire Stations, finishing off with a bit of bulldozing until you have $0.

Now set the tax rate to zero, advance the game speed to fast pace and wait until the year is over. When the budget screen appears, hold down the L button and EXIT. Still holding L, go back into the budget screen and increase all of your service funding to 100%. Your budget will go into the red, but don't worry. Return to the main screen and, at last, you can release the L button. The year will change, and you will be the proud owner of an enormous wad of spondulicks, somewhere in the region of $999,999.

Cash part 2

Another little money cheat to help you on your way exploits the cartridge's battery back-up. At the end of the year, work out your budget, but immediately save the game and reset. When you reload the saved game you'll find that the Police, Fire and Transport departments will give you a free year of zero municipal service costs. You can repeat this trick as many times as you wish to save up money. Saving and reloading will also get rid of any unwanted disasters.

SPACE

Reclaiming land from the sea is a little easier if you have the money to be eco-friendly. Fill in the remaining spare land with green Parks and the computer will register that you have no more space on which to build. You'll then be rewarded with a landfill which you can place anywhere along the coast.

Want to know how to reduce size of major installations like Airports, Harbours and Stadiums, without reducing their effectiveness? Watch for an aeroplane cruising over one and, if you hit the air crash disaster button at just the right moment, the plane will crash onto the installation. Fire will destroy much of it but, as long as one section remains standing, the structure will continue to function normally and you can build in the space left.

Although there are supposedly only 999 different maps of undeveloped land in *Sim City*, we know a trick to access twice as many. Select 'Start New City', choose any map number and OK it to start the game. Now choose the 'Go To Menu' icon at the top of the screen and choose 'Start New City' without saving the map. When the map appears, sit and wait for a short time and you'll see it change completely.

EASY ERASE

If you have completed some scenarios but want a quick way to erase all the red crosses and battery back-up, press and hold B, L, R, SELECT and START together.

GIFTS:

MAYOR'S HOUSE
When the population reaches 2,000.

BANK
Offered when your population reaches 10,000 and the city has less than $2,000 in its coffers.

PARK
For every 300 squares filled with parkland you'll receive a Big Park.

LANDFILL
Up to five landfills will be given over the course of the game, when there are just 150, 100, 50, 30 and 0 squares left.

LIBRARY
Get one library for every three schools that appear (up to a maximum of three).

MUNICIPAL ZOO
Awarded after you have 10,000 citizens and a Stadium. A second Zoo is yours when you have three Stadiums.

POLICE AND FIRE HEADQUARTERS
Generally, these are awarded when you have 6, 12 and 18 Stations, but it can vary depending on the crime levels. An HQ covers an area one-and-a-half times as big as a normal Station.

CASINO/AMUSEMENT PARK
The Casino will bring in extra revenue, whilst the Funfair will improve the area by keeping all the Sim families happy.

RAILROAD STATION
First offered after 50 sections of track are laid. A second terminus appears after 200 sections. Nearby commercial regions will flourish, but they're hard to place satisfactorily.

WINDMILL
A gift from your sister city in Netherlands, this will be presented to you when 150 zones have been developed. Another appears when 500 zones are developed.

SCALE MODEL
You can play around with this when your metropolis is home to 50,000 people.

EXPO
If you have 50,000 citizens, an Airport and a Seaport then you'll be asked to host the World Expo.

FOUNTAIN
Commemorates the 50th anniversary of your city.

MARIO STATUE
If you are good enough to build a Megalopolis (a city with a 500,000 population) you'll be rewarded with this final triumphant monument. This prize is awarded to star players only.

SCENARIOS

It's all very well building a city, but can you protect it from the weapons in Mother Nature's armoury? The cart's crisis management scenarios will test your quick thinking to the limits, so here are the recommended strategies.

a SAN FRANCISCO, USA, 1906
Earthquake

Difficulty: Hard

It's *Gone With The Wind* all over again, but this time you'll be in charge of the fire services. After the earthquake hits, fires will break out quickly and spread very fast. There are three main tactics to employ in dealing with the blazes.

1) Build Fire Stations near the fire. This provides a fire service exactly where it's needed. You've got time to place some extra ones before the earthquake hits.

2) Use the bulldozer to make firebreaks. The firemen's work will be in vain if you don't stop the fires spreading.

3) Maintain the power grid. You don't have time to be sparing with the cable, so just whack it down wherever it's needed. Fire Stations need power to work, remember.

When you've eventually doused the flames, try improving the meandering transport network.

b BERN, SWITZERLAND, 1965
Autobahn overload

Difficulty: Easy

Look on the West and South sides of the city and you will see lots of useless roads that can be bulldozed to cut your Transportation Budget. After that, the tarmac must go, quite simply: you need to replace the roads with mass transit rails. Be selective at first, and keep an eye on the traffic map and helicopter reports to target your efforts. Don't neglect your other duties, however: crime is also out of control, and you may need to expand the city on the East side.

c TOKYO, JAPAN, 1961
Bowser attacks!

Difficulty: Medium

It's just like a Japanese Godzilla movie, isn't it? Follow Bowser with a bulldozer and isolate the fires which he leaves in his path of destruction. Slap on the power cables to make sure nobody gets cut off. When he's given up, you'll see that Tokyo needs a lot of redevelopment.

d DETROIT, MICHIGAN, 1962
Crimewave

Difficulty: Medium

Firstly, get your budget out of the red and under control. Bulldoze all the unnecessary roads and replace the rest with rail. Place Police Stations at the centre of crime hot spots (consult the maps to find these) and watch how the overlapping coverage works. Then you can concentrate on the real criminals, and the phrase here is 'urban renewal'. It's ruthless, but you need to bulldoze the slums (and the low-life who inhabit them) so that you can rebuild the area as a nice, decent neighbourhood. The key to winning this scenario is to redevelop the inner city, creating parkland and amusements to raise the land value.

e BOSTON, MASSACHUSETTS, 2010
Nuclear reactor meltdown

Difficulty: Hard

There's simply nothing you can do for the irradiated area and all its two-headed inhabitants, so just bulldoze around it and remove its road and rails. The key to this scenario is to find new Zones for the residents to inhabit, so fill out the uncontaminated regions and improve the others. Your specific goal is to get a city score above 500.

f RIO DE JANEIRO, BRAZIL, 2047
Global flooding

Difficulty: Medium

The Greenhouse Effect has finally taken its toll, the polar ice caps are melting fast and Rio de Janeiro is sinking into the ocean.

Watch the scenario run through once so that you can pinpoint the exact time and location of the flooding, then restart the game. Immediately, build a new Power Station, then begin construction on the West side: these new Zones will take over from the damaged ones. When the water recedes, park over the ruined Zones to improve the land value. You have 10 years to redesign the city and get a score above 500.

Two hidden challenges await you after these six scenarios are successfully completed: In Las Vegas, aliens have landed on the Strip! (Shades of the Pixies, methinks.) Get past Vegas and you will take on Freeland, a *Mario*-shaped map with no lakes or rivers.

AND FINALLY

Your overall score in *Sim City* is a figure somewhere between 1 and 1,000, telling you just how great or awful a mayor you are.

Are you good enough to create a Megalopolis of 500,000 people?

AKIRA

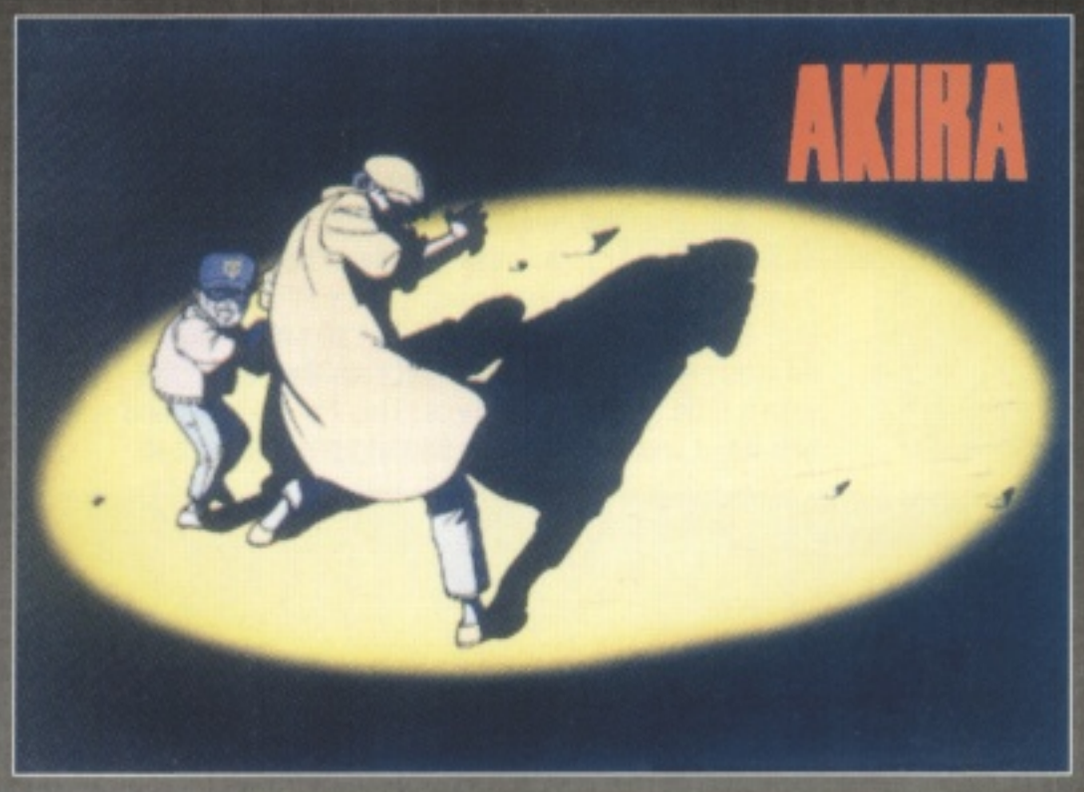
TRADING CARDS

Capturing the most vivid & collectable images from Katsuhiro's sensational animated feature

Produced by Cornerstone Communications, Inc.
Premium quality in full colour (both sides) with high gloss uv coating

Randomly inserted special 'chromium' and 'prism' cards adding state of the art interactive visual dimensions to the images

Foil Embossed 'AKIRA' Collector Card Album
Holds complete set of 100 cards, specials, promotion & preview cards



Available from: Virgin,HMV, John Menzies Game Ltd., Sam Goody,Our Price Video, Forbidden Planet, Beatties of London, Virtual Reality and all Good Video & Comic Shops
or Direct from:
Framed Nostalgia Ltd., 5 Skarsdale Place, Market Place, Buxton, Derbyshire, SK17 6EF.
Tel/Autofax: (0298) 71250

TM

10 Card Packs - £1.20 ● Complete Sets - £17.95 ● Albums - £9.95

漫 MANGA 画

Released by arrangement with Manga Entertainment Ltd ● Sole distributors Framed Nostalgia (U.K.) A CMA Promotion.

GAMEFREAK

SNES TECH & GAMING ANSWERS

By Jason Brookes

Send in your gaming questions and let *Super Play*'s very own SNES oracle take your video game knowledge to even higher echelons of credibility. Or something.

DEAR GAMEFREAK,

Q Will *Theme Park* be coming out on the SNES?

A Yes. Bullfrog are working on a conversion of this splendid game for release through Ocean.

Q *Pocky & Rocky* is completely great. Will there ever be a sequel?

A Yes, it was on show at the recent Consumer Soft Group show in Tokyo and looked pretty good. Some of the backdrops didn't look quite as special as the originals, but it played just as well.

Q Will *Gradius III* ever be released in the UK?

A Nope, but you can get the Japanese and American version pretty cheaply second-hand if you look around.

Q Will there be a *Secret Of Mana 2* – on the box it says that it's the first in a new adventure series?

A There should be something being shown in Japan soon – possibly at Famicom Space World in August '94.

Matthew Moore, Reading.

***Theme Park* will be one to look out for later this year. Here we see a haunted house and some chips.**

DEAR GAMEFREAK,

Q A long while ago I had a bit of trouble with my oldest cartridge, *Super Mario World* – it was crashing and erasing saved levels, etc. I phoned Nintendo's technical hotline for help and they were great. They told me that all I needed to do was clean the edge connector on the cartridge with a little methylated spirits. This I did, and lo and behold, it worked perfectly with no more trouble. I now clean my cartridges regularly with the stuff and it seems to keep them in good condition. However, I recently read the consumer information pamphlet that comes packed with the games and it says that you shouldn't use alcohol or any solvent to clean cartridges. Isn't methylated spirits an alcohol-based solvent? Am I safe to continue using it? I'd hate to think I was harming the cartridges in the long-term.

A I see no reason why the occasional cleaning of the edge connector of a cartridge should endanger it, but make sure that you wipe any alcohol-based solvents off the cartridge with a clean cloth before inserting it into your SNES.

Q Also, what is the average shelf-life of a SNES game, with or without battery back-up?

A SNES games should last for decades, if cared for properly. Battery back-ups are generally designed to give out after a couple of years of medium use.

Mark Storey, Sheffield.

DEAR GAMEFREAK,

Q I read in an American magazine that *Breath Of Fire* will soon be released in an English translation over there. Is this true and is it any good?

DAYDREAMING

What are your greatest games-related desires? Do you have what it takes to be the next Shigeru Miyamoto? Or are you simply yearning for an old idea to be updated for the Super Nintendo?

'I think an X-Men beat-'em-up with parts of *SFII*, *Turtles Tournament Fighters* and *Mortal Kombat II* would be a good idea. It could be made by Capcom.'

S White, Liverpool.

Well, I never expected this. Capcom are planning to do exactly that. It'll be a 300 meg coin-op first and will get the SNES treatment later on next year. How's that for service?

'How come all the recent arcade and console games are based on modern-day cars? My dream is to see a racing game based on classic sports cars from the '60s and '70s. Each country across the globe has its own classic sports cars and these could all be included in an *Out Run*-style racer. Smart, eh?'

Gary Osborne, Cleveland.

Hmm...

'I want to see a 3D exploration adventure like *Doom*, except set outdoors. You could select your destination on a huge relief map and go straight to locations without wandering around too much. You have to hunt down and kill Nazi leaders, but to do so you have to gather clues from different characters. A bit like *Legends Of Valour* but more futuristic, and using the Super FX chip, of course.'

Anon, Nonamesville.

A bit much for the SNES to handle, methinks.

'I would like to see a 17-button joypad like the one for the Atari Jaguar. This would open up RPGs and every other type of game, too as the buttons could be used for multiple choice questions, solving puzzles and many other things.'

Bryan Davies, Stirlingshire.

Atari's joypad is one of the most ill-conceived pieces of hardware I've ever seen. It's not quite as crap as Commodore's CD32 joypad, of course, but it's still pretty hopeless. For a start, it doesn't have any top L and R buttons and for some ridiculous reason there are only three main fire buttons.

SFII on the Jaguar would have to be played using three of those naff rubber keys on the keypad; and equally bad, a game like *Smash TV* – which works wonderfully on the SNES with the cross-hair four fire button arrangement – just wouldn't work. Perhaps Atari should have enlisted the help of some gameplayers when they designed their hardware.

A Yes, it's unusual this. Square Soft have licensed the game from Capcom, while Capcom sees fit to release RPG garbage like *Wizardry V* and *Eye Of The Beholder*. Most strange.

Q Out of *Breath Of Fire*, *Final Fantasy III* and *Illusion Of Gaia*, which one is best?

A *Final Fantasy III* (now that it's *Final Fantasy VI* and not *Final Fantasy V*) will probably be the most impressive overall, but it depends if you like your RPGs action-based (*Zelda*-style) or not. If you do, *Illusion Of Gaia* will be the most suitable.

Ben Wickenden, Surrey.

DEAR GAMEFREAK,

Q When in 1995 will Project Reality be released?

A It's supposed to be September, but we're now hearing it could be slipping to 1996, because of the other 32-bit Nintendo announcement (see Super Express last issue).

Q Is Project Reality going to be the name of the console? If not, what will it be?

A No, Project Reality is just a project name. The final name should be announced in September.

Q Will the Project Reality machine run CD-based software? I've heard this rumour. But others say that it'll use cartridges, like the SNES. Is this true?

A A CD add-on was one rumour, but it now looks like the add-on (if it exists) will be cartridge-based, using 64 meg+ carts. This could be the other gadget set to appear at the New Software Exhibition in November in Tokyo, alongside the VR system.

Marc Jones, West Midlands.

DEAR GAMEFREAK,

Q Do you think that Sega's Mars adaptor (Mega Drive 32) will beat the SNES and Project Reality?

A The performance will exceed the SNES obviously – it's going to cost about £150, remember. But Project Reality? Not a chance.

Ashley Letchford, London.

DEAR GAMEFREAK,

Q I recently bought *Vegas Stakes* (which I'm surprised you haven't reviewed yet) and I was playing the slots game, when I remembered reading a while ago in *Super Play* about a pachinko game (*SP*11, page 13). Is there any chance I can get my hands on this game?

A There's only one thing sadder than playing a gambling game on your SNES, and that's playing a pachinko game on it.

Tony Bishorek, Belfast.

DEAR GAMEFREAK,

Q When will the Hornby Super Deck be available and can you play normal Nintendo games on it?

A It's been shelved – buy Fire's similar gadget if you want to play NES games on your SNES.

Q When will *Super Street Fighter II* be on sale?

A On 25 June in Japan. A couple of days later at importers. It will be in the UK officially by Autumn at the latest, probably.

Q When will *SFII* the animated movie be released?

A July in Japan.

Paul Darbyshire, Liverpool.

DEAR GAMEFREAK,

Q First, about *Stunt Race FX*: what cart size is it? Two magazines claim it is 8 Mbit, another claims it is 16 and another 32 Mbit. As Sega's *Virtua Racing* is 16 Mbit, wouldn't it be sensible for *Stunt Race FX* to be the same size?

A It might be if you were prepared to pay £70 for it. Nintendo's game is 8 Mbit and looks every bit as good, if not better than the Mega Drive's *Virtua Racing*. It may lack a bit of speed compared to Sega's SVP racer but it certainly makes up for it with a high fun-factor and very original gameplay. It's cuter, as well. Flip straight to the review this ish (on page 32) to see if I'm right.

J J Cardy, Port Talbot.

DEAR GAMEFREAK,

Q As the World Cup is now well underway, there seem to be a great many SNES football games.

Here's the anime version of Ryu. Not as stylised as the game figure, but impressive and sulky nonetheless.

Which, in your opinion, is the best football game out of *World Cup Striker*, *FIFA International Soccer*, *Kick Off 3*, *World Cup USA '94*, *Virtua Soccer* and *Sensible Soccer*?

A *FIFA International Soccer* and *World Cup Striker* are definitely the best as multi-player games, while *Sensible Soccer* and *World Cup USA '94* make the first division as two-player games.

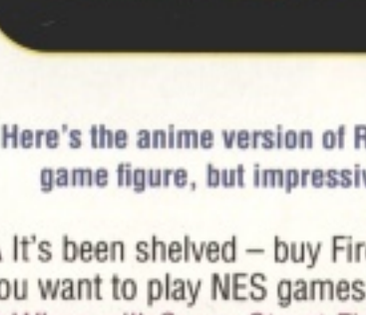
Scott Mumford, Kent.

NEW column!

This month, we bring you Gamefreak's top five most wanted games. Here's a handful of potential classics...

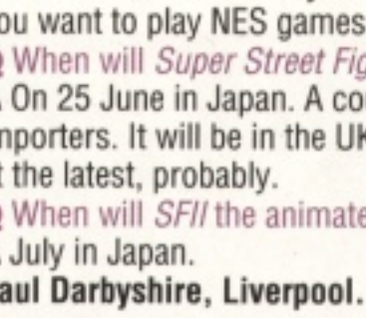
1. DEMON'S CREST (Capcom) ● Release: September (Japan)

A cracking sequel to that brilliant Game Boy game, *Gargoyles Quest*. Graphics to rival *Ghouls 'n' Ghosts* and what looks like a return to Capcom's traditional form.



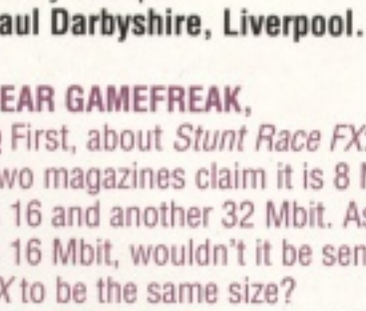
2. NOSFERATU (Seta) ● Release: 25 September (Japan)

Can this really be true? First shown in *SP3*, Seta's *Castlevania* meets *Splatterhouse* meets *Prince Of Persia* finally makes its way onto the SNES. I can't wait!



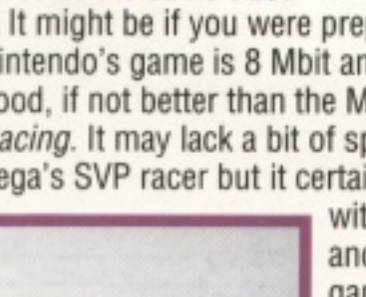
3. GOKUJO PARODIUS (Konami) ● Release: Fourth quarter of '94

It should hit the SNES before it goes onto the forthcoming Sony PlayStation, and this conversion of the latest coin-op looks very impressive indeed, at the moment.



4. KIKIKAIKAI 2 (Natsume) ● Release: Out now (Japan)

A welcome return to an incredibly tough shoot-'em-up, sporting some really spectacular graphics. Of course, this could well be called *Pocky & Rocky 2*.



5. SUPER STREET FIGHTER II (Capcom) ● Release: Out now

I still have my doubts about this one, but I wouldn't be surprised if the finished game was brilliant. Nintendo are like that. Anyway, there's a big fuss being made about it.

If only to show how it should be done, here's a shot of Sony's joypad for their new PlayStation system (see below) – they've copied the basics of the Super Nintendo pad and improved it with the addition of two extra top buttons and a more ergonomic shape. It's almost too good.

They're having a laugh down at Sony. Look at the buttons on this beauty. PlayStation? ComplicatedStation, we say.

Keep 'em coming to the Gamefreak address, marked Daydreaming. And send in your own 'most wanted' lists, too. One day we might have the same taste in great games.

GOT A QUESTION?

Then ask the Gamefreak. He's the expert. And he's got all the answers. His address is:

Gamefreak, *Super Play*, 30 Monmouth Street, Bath BA1 2BW.

MODE 7

By Allan Brett

CALLING ALL CHEATS, CRACKERS, AND GAME-FREAKS!

It's one in the morning and everyone's asleep – except for me. In front of me is a huge pile of tips and at my side is my trusted companion – an egg and bacon toastie (never leave home without one). What this has got to do with Mode 7 I don't know, but don't forget to keep those tips rolling in and you could be the envy of all your mates with a mega *Super Play*, er, pen.

Send 'em to: Mode 7, *Super Play*, Future Publishing, 30 Monmouth St, Bath BA1 2BW.

100% COTTON

(Datam Polystar)
***SP*21: 79%**

- **Nine continues**
- **Level select**

Hmm, the words 'short' and *Parodius* spring to mind. But first up, extra continues – and this is the sort of trick that will have you kicking yourself when you discover just how mind-numbingly straightforward and simple it is.

When the title screen appears, press Select and the little strawberry-haired witch will shriek loudly that you have got an extra credit. Keep pressing until you've got the maximum nine continues.

That should be enough to get you through to the end of the game, but if you're really struggling to see the later bosses then this little level select should help you out. On the screen where you choose your fairy/drone formation and special attack, press UP, DOWN, LEFT, RIGHT, UP, DOWN, LEFT, RIGHT, B, A and you'll see a little number appear in the top left area of the screen. You can change this number by pressing UP and DOWN on the D-pad to choose the stage on which the game will commence.

'40°. Hand wash only. Do not spin dry.'

65% polyester, 35% cotton. Wash deep colours separately.

RUSHING BEAT 3

(Jaleco) *SP*19: 66%

- **Extra characters**
- **Both be the same character**

John Barry of Plymouth sent in a couple of cheats for this pretty smelly beat-'em-up, which will allow you to play as a couple of extra people from the start, and also let players choose the same character. As you turn on your machine, hold down the buttons L, R and A, then keep holding them down until the title screen appears and you will now have a wider choice of fighters.

To both choose the same fighter hold down the L and R buttons on both pads and then press START.

Now both of you can be this, er, chap.

ASK ALLAN

INVALUABLE MONTHLY GAMING ADVICE

One year – that's how long I've been doing this – one whole year. And it only seems like yesterday since I started. I remember the good old days of chips wrapped in newspaper, Saturday morning Tiswas and Banjo bars. All these new-fangled computerised consoles do me 'ead in, they really do.

PROBLEMS SOLVED FROM PREVIOUS ISSUES

In response to Simon Tomlinson's *Lagoon* problem in issue 20, Christopher Taylor has stepped into the spotlight to share his knowledge with us all. To defeat the boss in the Ice Castle you must first jump up and hit each of the six towers until they break. When they have all been smashed the ball will turn clear and at this point it will be vulnerable to attack. So that's another lost soul laid to rest in peace.

THIS MONTH'S PROBLEMS

DEAR ALLAN,
Can you tell me how to get the fireball on *Mega Man X*? I have four sub tanks and seven heart tanks. Where is the heart tank on Storm Eagle's stage?
James Schumacher, Lancashire.
ALLAN SAYS:
To get the heart tank on Storm Eagle's stage you must take a dashing leap to the left when you reach the top of the second conveyor belt platforms. You will land on top of the building that you can see on your left at the start of the level; and the last tank will be yours for the taking.

DEAR ALLAN
On *Zelda III*, how do you open the locked chest in the Dark World?
Kevin Scullion, Co Derry, N Ireland.
ALLAN SAYS:
Take the chest to the middle-aged man who sits near the Desert Palace in Light World and he will open it for you – as long as you promise to keep a secret.

DEAR ALLAN,
On *Mortal Kombat* I can't do Kano's or Johnny Cage's finishing moves; and I can't do Sub-Zero's slide or Sonya's leg throw. Please help.
Anon, Nonamesville.
ALLAN SAYS:
Try these: Cage's finish: TOWARD, TOWARD, TOWARD and high punch standing up close. Kano's finish: DOWN, DOWN-TOWARD, TOWARD and low punch standing up close. Sub-Zero's leg slide: Press DOWN-BACK, low punch, low kick and block simultaneously. Sonya's leg throw: Press DOWN and block and press low punch and low kick.

DEAR ALLAN,
I'm having a bit of trouble defeating the Frost Gigas in the Ice Palace of *Secret Of Mana*. I've tried using loads of different magics but they hardly inflict any damage at all. What should I do?
Nigel Hopkinson, Doncaster, South Yorkshire.
ALLAN SAYS:
You ought to have gained Salamando's fire magic from the verdant holiday resort in the middle of the Ice Country, and this gives Battle magic to both the heroine and the sprite. What you should do is use power attacks when he's vulnerable and if by chance he casts his Ice Sabre magic upon your weapons, start using Salamando magic until you can remove the spell from your weapons.

DEAR ALLAN,
My mates reckon they can be Reptile on *Mortal Kombat* without using a cheat cart, is this true?
Richard Bowen, Telford.
ALLAN SAYS:
Well, it seems to me that your 'mates' are either pathological liars or they are just mind-numbingly sad. You can't be Reptile without an Action Replay or Game Genie, it's as simple as that.

DEAR ALLAN,
On the *Secret Of Mana* I am having trouble

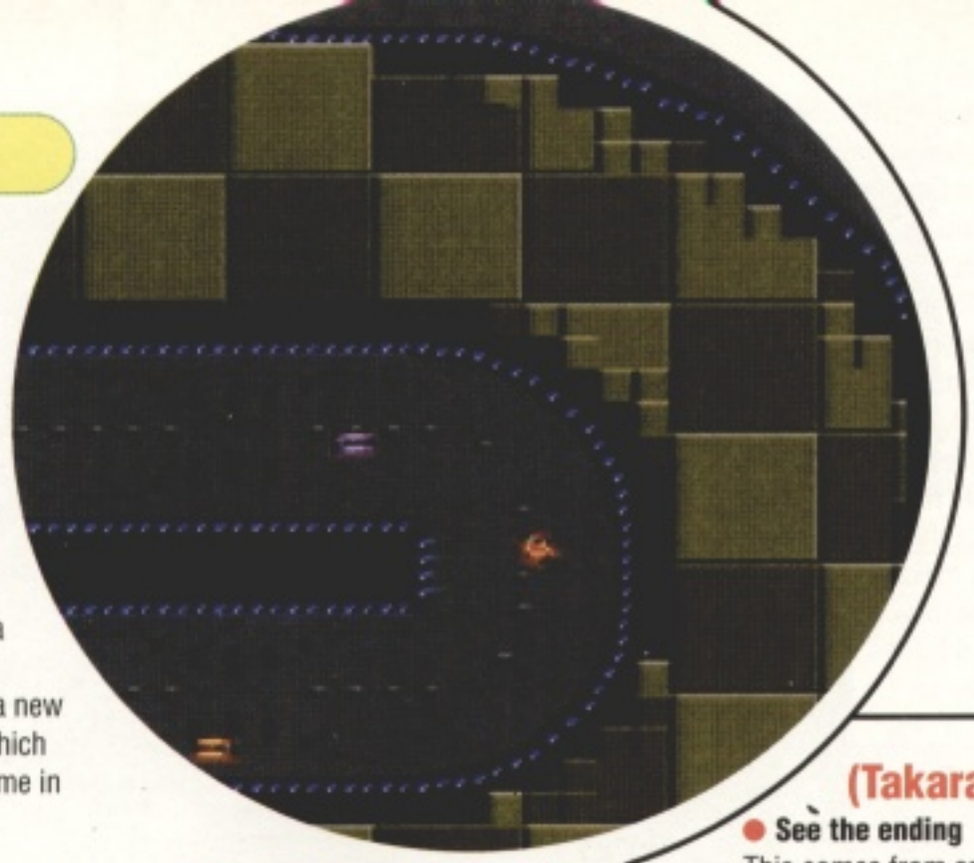
BATTLE CARS

(Namco) *SP*19: 73%

● **'*Micro Machines*' mode**

Not exactly a great game, and certainly not a recommended purchase, but it does have an absolutely marvellous cheat, which D Smith of Dudley has kindly passed on to us. On the title screen (the one with three cars depicted) press UP, DOWN, L, R, and SELECT and you should hear a brief explosion. Now go into the Options menu and you will notice a new setting – called Mystery Mode – which you can switch to ON. Start the game in one-player mode and you will immediately notice that the usual Mode 7 fluffery has been replaced with an overhead *Micro Machines*-type view! Inconceivable! Even the homing missiles and spiky balls have been accurately reproduced in miniature.

This is everything that a good cheat should be, I reckon.



Can you see them? No? Okay, try squinting and getting really close to the page. See them now? Good.

SUPER SOCCER

(Human) *SP*1: 83%

● **Make the referee your best mate**

This game has taken an undeserved beating from many other mags, simply because of the odd perspective, but deep inside this cart is a damn good game of footy. More a kickabout down the park than a World Cup-style tourny, but a footy game nonetheless. And here, for its elite circle of appreciators, is a smart tip to turn the ref into a far from neutral observer: when any player commits a foul press and hold the L and R buttons, the ref will always give yellow cards to your players and red cards to the opposition. Sneaky or what? Cheers to Scott Taylor from Dewsbury for that.

ART OF FIGHTING

(Takara) *SP*15: 56%

● **See the ending**

This comes from an anonymous tipster who obviously doesn't want a pen – the fool. Should you wish to see the ending (should you wish to buy the game that is), then all you have to do is pause the action and press UP, X, LEFT, Y, DOWN, B, RIGHT, A, L and Y; without any effort whatsoever you will be whisked right to the end.

SUPER BOMBERMAN 2

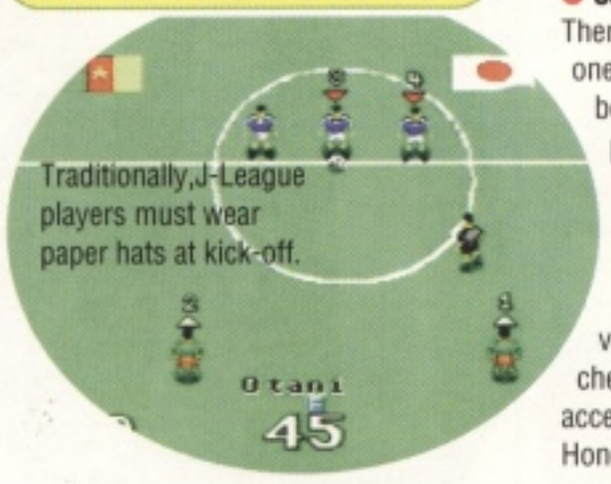
(Hudson Soft) *SP*21: 91%

● **Start the game with power-ups**

Want a bit of an advantage playing in one-player mode? Then peruse this cheat from UNCLE, another mysterious tipper who values notoriety and personal achievement more than a *Super Play* pen. Enter 1111 as a password and start the normal game. You will find that you have started the game with six bombs, six flames, a power glove and a detonator. Splendid.

Remember, don't explode bombs near the door, or more baddies will appear.

VIRTUAL SOCCER



Traditionally,J-League players must wear paper hats at kick-off.

(Hudson Soft) *SP*13: 87%

● **Secret four-player mode**

There wasn't enough space to get this one in last month, but never mind because it's here now. With your 'tap plugged in, go to the main menu and enter (deep breath): L x 6, R, L x 15, R, L x 21, R, L x 18, R and, with a telling bleep, a new four-player option will unveil itself before your very eyes. But why bother making it a cheat? Why not make it accessible from the start? Honestly, some programmers.

with the clue given by one of the Moogles about walking the seasons. Help!

ALLAN SAYS:

Oh dear. We've had this one before... You haven't noticed that the screens around the village are all different seasons? Like Spring, Summer, Autumn and Winter, respectively? Or, perchance, that you can walk right round them in order, going from one season to the next? 'Walk the seasons from Spring to Winter, Spring again and we can enter' is how the riddle goes. Sigh...

OK, let's see how simple I can make this for you. As you exit the Moogle Village you should go right and up at the first chance you get; on the next screen you will notice that it is a different season to the screen before, so go left and then up and exit left when you get the chance. The next screen is Winter and you should exit at the bottom left of the screen to reach Spring again and the entrance to the Sprite Village will be open.

DEAR ALLAN,

On *Zelda*, where is the Bombos Medallion, Staff of Byrna and the Magic Cape?

Nic Churchill, Poole.

ALLAN SAYS:

To get hold of the Bombos Medallion, go to the dead end on the other side of the swamp (near to where the thief sits in Light World) and you will see some small wooden posts, which mark where the rock would be if you were in Light World. Stand inside the posts and use your mirror and you will appear on top of the rock. Now if you walk left you can receive the Medallion by reading the stone tablet.

To get the Staff you should drop off the cliff below Ganon's Tower and use the Cape to cross the spikes. Finally, the Magic Cape is found in the sealed off grave in the graveyard.

You should be ashamed of yourself if you can't solve this mind-numbingly simple riddle. The next person to ask gets midged, moogled, fireballed and fed to the Springbeak, OK?

LOST SOULS

DEAR ALLAN,

I can't find the item called Pink in *Final Fantasy 2*, where is it?

Daniel Nebel, Northwood.

DEAR ALLAN,

How do you get to the treasure under the cave of the summoned monsters. And how do you get the Holy Spear in *Final Fantasy 2*?

Anon, Nonamesville.

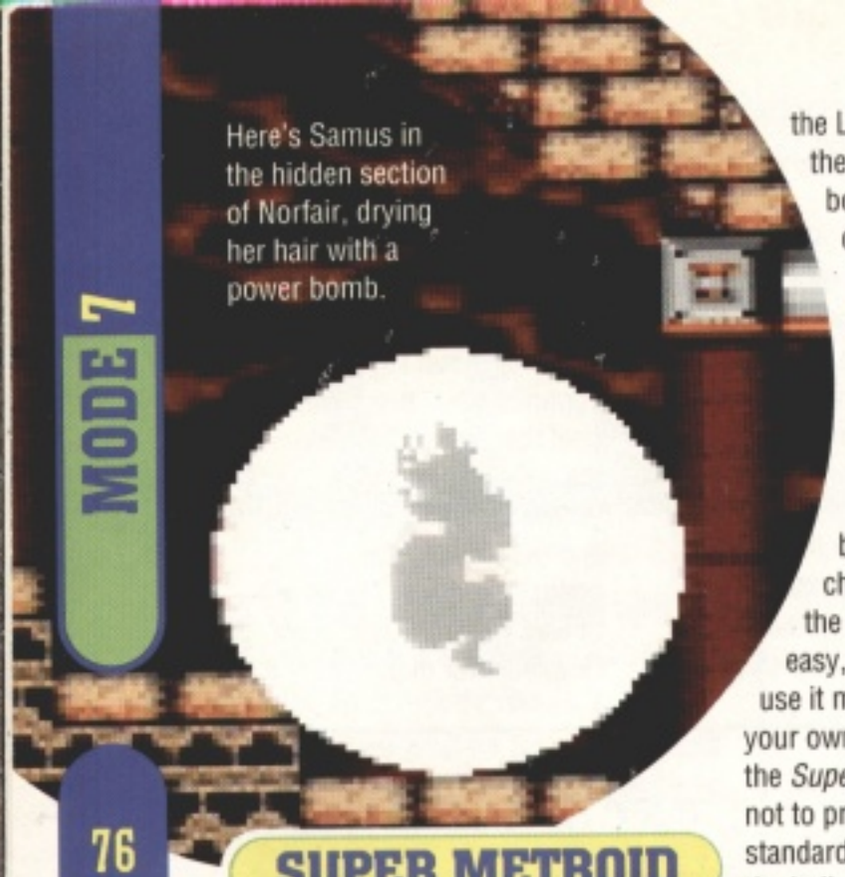
ALLAN SAYS:

Sorry, I can't help either of you, but I know a man who can (as they say). Anyone?

ONE FINAL WORD

The bit where Allan shows us just how sad he can really get. Speed *Mana* indeed !

SEND YOUR LETTERS TO:
Ask Allan, *Super Play*, Future Publishing, 30 Monmouth St, Bath, Avon BA1 2BW.



Here's Samus in the hidden section of Norfair, drying her hair with a power bomb.

SUPER METROID

(Nintendo) *SP*20: 92%

- **Energy recharge**
- **New weapon charge effects**
- **Bullet attack**

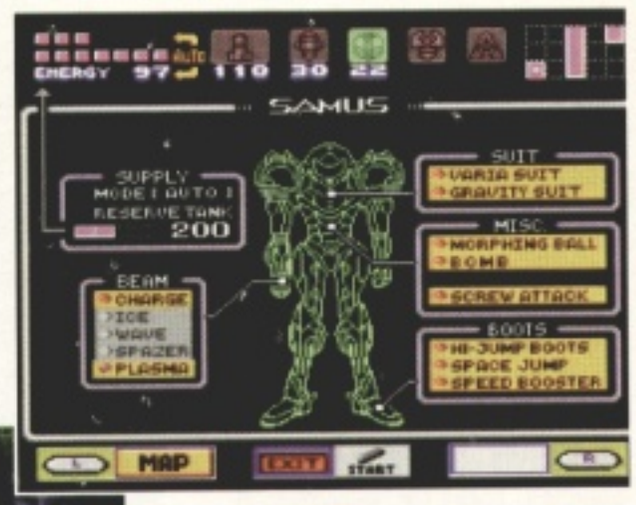
Ah, what an experience. If you've seen the new demo sequences after completing the game, you might have noticed Samus recharging her energy with the aid of a Power Bomb. To perform this little trick, you will need to have at least 10 Missiles, 10 Super Missiles and 11 Power Bombs in your inventory. It's intended as a last resort too, so it won't work unless you have less than 50 energy points and all your reserve tanks are empty.

Select your Power Bombs and morph into a ball. Now, holding down the L and R buttons and DOWN on the joypad, press Fire to drop the bomb and keep it held with the other buttons until after the bomb explodes. If all goes well you will see a ball of light grow around your suit, in which the silhouette of Samus will become visible. All of your energy, including reserves, will be restored. We're a bit suspicious of this cheat as it might make the game a little bit too easy, so the decision to use it must rest entirely on your own conscience. Oh yes, the *Super Play* philosophy is not to preach moral standards, but simply to help the individual make a well-informed choice.

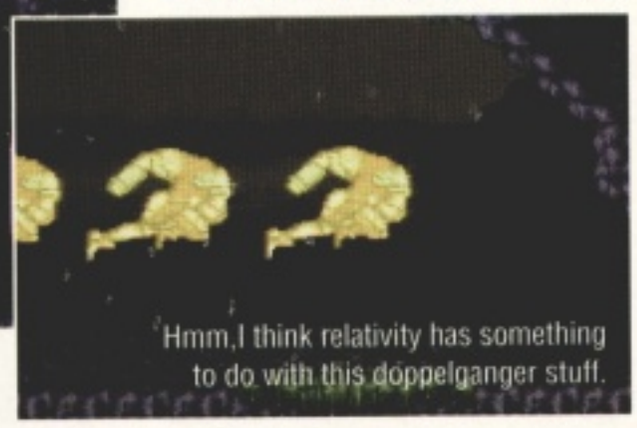
Careful study of the demo sequences will have taught you how you can achieve strange weapon effects by having your Power Bomb selected when you charge up your blaster. This effect only works with one type of beam active on your suit inventory, but it's possible to modify it afterwards. For example, disable everything but Charge and Ice on your beam weapon and, with Power Bombs highlighted in green, hold down Fire to charge up. When the rotating blue frost shield appears, press START and R to return to the Samus screen. If you now add other beam types to your weapon's configuration and return to the game, your shield will be reinforced. To be honest, we never found any of these shields lasted long enough to be genuinely useful. But there you go, eh?

You're safe on the roads wearing that lot.

Charge up your Ice beam with power bombs selected...



... and change the beam set-up here.



Hmm, I think relativity has something to do with this doppelganger stuff.

If you've discovered the strange green avian creature at the bottom of a long shaft, you'll have learnt from its example that you can use your speed booster to shoot straight up at high velocity like a bullet. What you may not have realised is that by using the D-pad immediately after jumping you can shoot left and right too, smashing through soft walls and monsters alike. But remember, it's not big or clever to use it in confined spaces.

When *Super Metroid* is officially released in the UK this Summer, Nintendo UK will be providing a free strategy guide (worth about £10, according to them) with the PAL cart to help players through the trickiest parts of the game. Would you still be interested in a *Super Play* guide, however? With particular emphasis on finding 100% of the hidden items? Write in to let us know.

SOLSTICE II: EQUINOX

(Sony Imagesoft) *SP*8: 90%

- **Invincibility**

Now this is my kind of game, and with a great tip to boot. Darren Cowley from Mansfield is the man to thank for this gem and it's definitely a *Super Play* pen well earned. On the title screen, when it tells you to press START, enter: L, L, R, R, L, L, L, R, R, R, L, L, R, R, L, R and the box at the bottom that says 'Licensed by Nintendo' will turn green to show that the tip has worked. You should now be able to cast as many spells as you wish and you won't lose any health points either.

ACTION REPLAY CODES

More tasty topping tips from those terribly tremendous top tipsters amongst you. Ta.

NINJA WARRIORS
7E019404 – Rapid blaster
7E18B2C0 – Unlimited energy

STAR TREK TNG: FUTURE'S PAST
00805180 – Lets you play the US version on UK machines

STRIKER
7E0F3204 – Use these two codes
7E0F3304 together to make the game faster

SUPER MARIO ALL STARS (COLLECTION) – SUPER MARIO 2
7E005500 – Kills all enemies

SUPER THE EMPIRE STRIKES BACK
7E003603 – Infinite continues

BUGS BONNY: RABBIT RAMPAGE
7E02D610 – Infinite energy
7E02DA05 – Infinite lives

LETHAL ENFORCERS
7E00B205 – Infinite lives for player 1

WOLFENSTEIN 3D

(Imagineer) *SP*17: 78%

- **Maximum health, ammunition, keys and guns**
- **Entire level map**
- **Exit the level**

Forget player's guides. Forget hints and tips. You can even forget that little trick of pushing into the walls at a slight angle and hammering the button as you roll along, in the hope of uncovering a secret door. What we have here is nothing less than a complete set of game-busting cheats to make *Wolfenstein 3D* look like a pleasant stroll through a rhododendron garden.

First, reset your machine whilst holding down the R button on either controller. Don't let go until the title screen (with gun-toting soldier) appears. The following codes can be entered at any time during the action: just call up the map screen (by pressing START), enter ONE of the codes at a time, return to the game, then go back into and out of the map screen to activate the cheat.

R, UP, B, A: All weapons, free ammo, both keys and 100% health.
A, A, UP, B: This will reveal the entire level map.
UP, B, R, B: This code lets you complete the level immediately.

The finished version of *Wolfenstein* bears little resemblance to the early blood-and-dogs copy we reviewed in issue 17, as we were only able to suggest.
Nevertheless, with a true Gallic salute we kiss Peter Rodway of Brighton firmly on both cheeks for his outstanding tipping above and beyond the call of duty.

Left: Castle Wolfenstein, an interior decorator's nightmare.

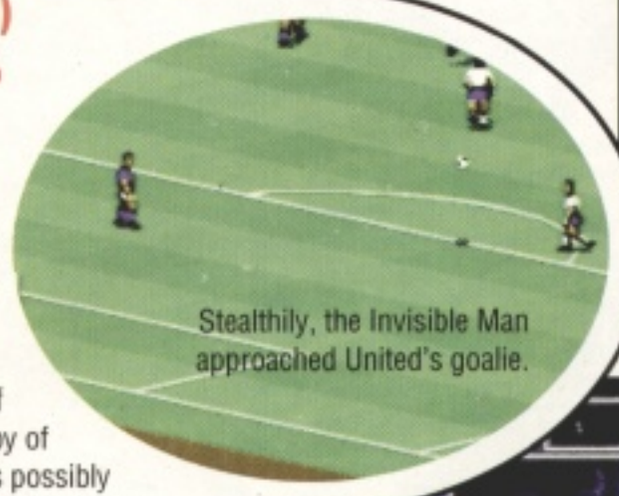
Below: 299 bullets, both keys and a gun. Groovy.

Left: I appear to have finished this level in three seconds. Not bad, eh?

FIFA INTERNATIONAL SOCCER

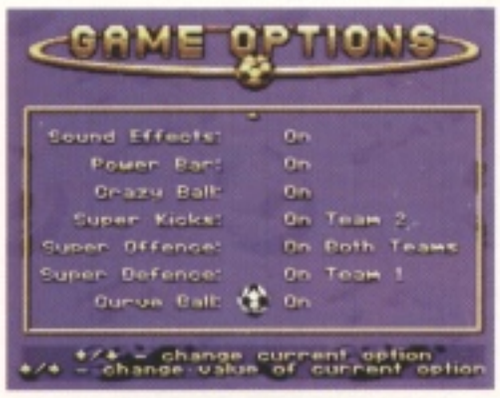
(Ocean)
*SP*20: 89%

- **Super defence**
- **Super offence**
- **Curve ball**
- **Crazy ball**
- **Power kicks**


Stealthily, the Invisible Man approached United's goalie.

It's only just been released, but already we've had a couple of cheats from Neil Rigby of Oldham for *FIFA*; he's possibly the fastest tipper in the county of Lancashire. The following codes should be entered on the option screen, and if you want to have more than one cheat operating at once, then you'll need to come out of the option screen and go back into it for each one. You'll see a totally new option appear at the bottom of the menu every time.

L, L, L, L, L, R, L: Super defence
R, R, R, R, R, L, R: Super offence
B, A, R, B, Y, L: Curve ball (use L and R in game to curl the ball)
X, A, B, Y, Y, B, A, X: Crazy ball
B, A, B, B, B, B, B: Power kicks


GAME OPTIONS
Sound Effects: On
Power Bar: On
Crazy Ball: On
Super Kicks: On Team 2
Super Offence: On Both Teams
Super Defence: On Team 1
Curve Ball: On
+/+ - change current option
+/+ - change value of current option

SUPER EMPIRE STRIKES BACK

(LucasArts) *SP*15: 71%

- **Debug mode**

More slow-down than a bike without wheels. I think that just about sums up this game perfectly, don't you? Credit where credit is due, though, this tip is a real scorcher – just like the tip top tip for the first *Star Wars* game, in fact – and it comes courtesy of Brian Oldhart from Cheshire.

Here's what you do: On the title screen press A, B, Y, X, A, B, Y, X, A, B, A, B, Y, X, X, Y, A, B, Y, X and you should hear a noise. Now when you are playing the game press L and R on pad two to activate the debug mode, or press START on pad two to skip a stage. How Brian managed to find that out I'll never know, but I'm wise enough not to ask.

Brian the gatekeeper wasn't renowned for his intelligence.

RUN SABER

(Atlus)
*SP*10: 59%

- **Level select**

Actually, this tip came from the same chap who supplied us with the *Art Of Fighting* tip (whoever you are, you have the strangest taste in games) and it goes like this: where it says Atlus hold B, Y, SELECT and RIGHT and a new SECRET option will appear on the main menu. Go into this for a Secret Menu, where you will be able to choose the starting stage and perhaps enjoy a bit of a sound test with the music and effects. Oh, and if you don't like the colour of your character (I mean, that's obviously the first consideration of any serious gamer), then pause the action and press SELECT to change it.

TETRIS BATTLE GAIDEN

(Bullet Proof)
*SP*18: 86%

- **You can 'be' the bosses**

Exactly how you are supposed to be a boss in a game of *Tetris* I haven't a clue, but I haven't played it yet and whereof one does not know, one should not speak. Jonathan Black of London obviously *does* have a clue, because he's sent in this ace cheat to do just that. Press B, B, X, X, A, Y, A, Y, UP and LEFT on the copyright screen, and if you have done it fast enough, the text will go blue to indicate that the tip has worked. Now choose the two-player versus mode and hold down either R and A to become the Princess, or L and A to be the Dragon King. Both players must keep them held down until the match starts for it to work, but once in you'll have access to those boss-type spells.

SECRET OF MANA

(Square Soft) *SP*15: 94%

- **Re-enter Potos Village**
- **Critical hit spells**

Many of you sent in the tip to re-enter Potos Village in reply to the Most Wanted list a couple of issues ago, but you all seem to have missed the point. The tip I wanted was for massive health levels from the start and it showed these in Potos Village (in fact, it might even be Kippo Village), and I don't think that the people responsible for doing the grabs in the instruction book went to the trouble of getting back into Potos just for that. No, they must have had a tip on from the start. Anyway, if for some inexplicable reason you should feel the urge to get back into Potos, then you should walk into the man blocking your way and keep pressing SELECT and eventually you will go straight through him. Nick Carr from Southampton is the one who gets the pen. (*Actually, I'm dead certain I managed to get back into Potos Village without using any sort of cheat. I remember being distinctly disappointed when I found my own people had nothing new to say to me. Unsociable gits – Zy.*)

Also, Mathieu Decodts from Belfast notifies me of the ability to cast super spells which apparently look rather cool. Mathieu says that you may perform super spells every now and again (they're like critical hits with a magical attack), but you will cast them all of the time once your spell level reaches 8:99. For example, the fireball spell turns into three dragons swirling around the screen and it inflicts immense damage. Ha, look at you all running for your *Mana* carts to try it out...

TOP THREE MOST WANTED TIPS

Yes, it's that time again – where we call upon you, our esteemed reader, to have a go at sorting out these devilishly well-hidden tips.

1) **NBA JAM** Well, it had to be really didn't it? Still no Michael Jordan, but word reaches me of a secret tip to play as one of the cheerleaders, and also of another SIX secret players. It has its fair share of surprises, this game.

2) **SUPER METROID** Now we know that Samus Aran's suit is capable of some pretty amazing stunts, but have you found any tips or bugs that would still manage to take our breath away? There's much more to this game than meets the eye, so get cracking and see what mysterious secrets you can prise from its jaws. Maybe you can tell us exactly how to get the different endings, too.

3) **MEGA MAN X** Dare I suggest that there may be a Dragon Punch power-up to be found? Although I'm clutching at straws, it's certainly worth finding out just to be sure. I mean, who in their right mind would want to miss out on that?

THAT'S ALL FOLKS!
Have you got a tip or cheat, but you can't afford a stamp? Well, if you have, try making a small boat with the paper, then float it down the coast to me at this address:

MODE 7, SUPER PLAY, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA1 2BW.

FREE ADS

Are you looking for writers for your fanzine? Do you want to add to your collection of SNES games? Or do you just want to say hi to a mate? Well, you've come to the right place...

SUPER MARKET

HARDWARE FOR SALE

● Amiga CD32 with three games: *Diggers*, *Oscar* and *Pinball Fantasies*. Plays music CDs too. Brand new; unwanted competition prize. £200. Tel: Bill (0932) 761556.

● Amiga 500, 1 meg RAM, Pen Pal (word processor, database, spreadsheet), Techno Turbo Sound 2 (sampler), two joysticks, mouse and pad, two disk boxes, over 50 games, over 90 demos, Disney animation, photon paint, all the necessary leads and Philips colour monitor. Only £300 ono. Tel: (0535) 635371.

● Amiga 500+, 1 meg RAM, many games mags, joystick, mouse, TV modulator. Boxed and in good condition. £210 ono. Tel: Ben (0252) 713415.

● Atari 520 STFM, disk drive, joystick, mice, £650 worth of games. Good condition. £90. Or swap for three of the following SNES games: *TMNT Fighters*, *Bomberman*, *WC Striker*, *Super Empire Strikes Back*, *Zombies*, *Flashback*, *Rock 'n' Roll Racing* (all UK). Buyer collects or pays postage. Tel: (0343) 540829.

● Atari Lynx, three top games, mint condition. Worth £200, will sell for £100 ono. Quick sale wanted. Tel: (0556) 610582.

● Atari ST, 1 meg memory, 50 games (excellent condition), dust cover, joystick etc; music, Work Organiser and Basic programs. Almost new. (Games include *SFII*, football games, etc). £100. Tel: (0767) 650103.

● Game Boy with six top games, including: *Jurassic Park*, *Pool*, *Tennis*, *Golf* and *Tetris*; with case, for £90. Tel: Justin (0442) 877961.

● Game Boy for sale with nine games, including: *Mortal Kombat*, *Hook*, *Star Wars* and *Skate Or Die II*. £100-£120 (only five months old). Or will swap for Mega Drive with one or two games. Others considered. Also *NBA Showdown* (SNES) £25. Tel: Nick (081) 561 5892.

● Game Boy with six top games, Light Boy and rechargeable batteries; and NES with three games and zapper. All for £120. Tel: (061) 633 6384.

● Sega Game Gear for sale, 10 good games, AC adaptor, all boxes and instructions, mint condition. Worth £360, sell for £150 ono. Tel: (0202) 698082.

● Game Gear (UK), 10 great games plus car adaptor. Worth well over £300, sell for £200 ono. Tel: Simon (0844) 217912, after 4pm.

● Game Gear with AC adaptor and four games, including *Sonic 2* and *Donald Duck*. Boxed as new in excellent condition. £95. Tel: (041) 637 4531.

● Game Gear for sale with nine games, including *Sonic 1 & 2*, *Fantastic Dizzy* and *Donald Duck*. Everything boxed in very good condition. £75 ono. Tel: (0690) 760320, after 6pm.

● Game Gear with eight games, including *Sonic 2* and *Super Off Road*. £140 ono. Tel: Sam (081) 530 4997.

● Game Gear, five games, two-player adaptor, car adaptor, PC adaptor, carry case, boxes and instructions, for £125. Also NES, all leads, two joypads, 13 games, boxes and instructions, for £100 (from fairly good to mint condition). Must be able to collect. Tel: Mark or Brenda (081) 593 1847, after 6pm.

● Mega Drive with joypad and four games. Excellent condition. £100. Tel: (0458) 210344.

● Mega Drive for sale. 10 games, good condition, £225; or swap for PAL PC Engine or a Neo Geo. Tel: Gordon (0292) 531558.

● Mega Drive with two controllers, eight games (all in good condition), boxed. Sell for £150 or swap for US SNES with similar amount of games. Also *Super Play* issue 3 £10; issues 2, 4, 6, 7, 8, 9, £2 each. Tel: Joe (0373) 466962.

● Nintendo for sale: 13 great games, two control pads, zapper gun and robot, for £100. All packaged in a cardboard box. Must collect. Tel: (021) 779 5266.

● PC Engine with PSU, pad and around 16 games. Everything boxed and in good condition (60Hz). £190 ono. Tel: Neil (0623) 759800.

● PC Engine handheld, 16-bit, 14 games and adaptor for JAP games, including *SFII* and loads of top titles. £250 ono, or swap for SNES/Neo Geo. Tel: (0925) 828861.

● PC Engine Turbo Grafx (SCART), boxed as new with two games, £60. Sega Game Gear with PSU and seven games, including: *Chuck Rock*, *Sonic 2*, £130. Southend. Tel: (0702) 297704.

● US PC Engine, PSU, carry case, Sony headphones, JAP adaptor, *Bonk* (US), *Devil Crush* (US), *Zugra* (JAP), *Shinobi* (JAP), immaculate condition, all boxed, £150. (handheld). Tel: Adrian (061) 973 5481, after 7pm.

● PC Engine games and hardware for sale, many rare titles, including CDs. Also JAP Super Famicom games for sale/swap. Tel: Mike (0457) 873062.

● US SNES (SCART) with *Secret Of Mana*, *Street Fighter II Turbo* and *Bart's Nightmare*. £150. Tel: Jason (0225) 332982.

● UK SNES for sale (PAL), comes with two games: *SFII* and *Super Tennis* (both UK) and two controllers. Only £70. Tel: (0452) 385705.

● US SNES for sale, one pad, *Starfox*, *Mario Kart*, *Sim City*, SCART lead. Worth £250, will sell for £100. Tel: (0422) 843895.

● SNES for sale with 12 games, including: *SFII Turbo*, *Bomberman*, *Mario Kart* etc. Comes with Pro Universal Adaptor. £330 ono. All boxed with instructions. Tel: (0253) 760540.

● SNES for sale, includes *Mario*, *Probotector*, *WWF*, *Adventure Island* and *Nigel Mansell*, £100 worth of mags, £65 of extras. Worth £507, sell for £250 ono. Tel: (0388) 832352.

● UK SNES with *Pugsley's Scavenger Hunt* (UK) and one control pad. £90. Tel: (061) 440 8718.

● SNES, four games, three control pads, *SFII* (no box), £150 ono or swap with Mega Drive with some games. Tel: (Hornchurch) 476085.

● SNES *NHLPA* (US), *Baseball 1,000* (US) and convertor. Only £35 ono. Tel: (081) 297 2363.

● SNES for sale, three games: *Zelda III* (US), *Krusty's Fun-House* and *Super Mario World*. All for £100. Tel: (0280) 702084.

● SNES (UK), eight great games, plus four controllers; excellent condition. Worth over £400, sell for £275 ono. Tel: Simon (0844) 217912, after 4pm weekdays.

● SNES for sale, two pads, *Bomberman* pack, games adaptor, *Addams Family 2*, *SFII*, *Mario Kart* and *Secret Of Mana*, PAL and SCART leads. Must collect. £250. Tel: (021) 779 5266.

● UK SNES with Scope, universal adaptor, Capcom *SFII* joystick and 10 games (*SFII Turbo*, *Dead Dance*, *Fatal Fury*, etc). All for only £375. Tel: (071) 275 0468, after 4.30pm.

● SNES with *SFII*. Sell for £80. Master System with one game, £15. Tel: Paul (081) 851 1436.

● UK SNES (boxed), two pads, includes *Mario World*, *SFII*, *Zelda*, *Super Tennis*, *Super Mario Kart*, *Contra 3*, *Starwing* and *Sim City*. Also *Super Play* issues 1-16. Cost £500, sell for £250. Tel: (0277) 261505.

● UK SNES for sale, £160 ono; with three games, including: *Mario World* (UK), *Starwing* (UK), *Parodius* (JAP), plus universal adaptor. Tel: Tom (0772) 815350.

● SNES, universal adaptor and 70 games: *SFII*, *SM World*, *BOB*, *SM All Stars*, *Bubsy*, *Turtles Tournament Fighters*, *PGA Golf*, *Star Wars*. £290 ono. Tel: Steve (0865) 890983.

● SNES plus *Mario All Stars*, *SFII*, *Mario Kart*, *Zelda III*, two controllers and stand. £145. Tel: (0642) 312603.

● SNES with two joypads (standard and SN ProPad), five games: *SFII Turbo*, *Starwing*, *Super Probotector*, *SMW* (all UK), *Secret Of Mana* (US), 20+ magazines. Worth £400, sell for £185. Tel: (071) 794 5742.

● For sale: UK PAL SNES, two control pads, two games: *Fatal Fury 2* (JAP), *Super Mario Land* (UK), and 16-bit convertor. All for £95. Tel: Rob (0702) 72798.

● SNES, Mega Drive, TV, seven controllers, 13 games, over £150 worth of mags, plus other accessories. All worth over £1,500, will sell for £900. Will separate if necessary. Tel: (0721) 721368, after 5pm.

● UK SNES with two joypads and 10 games, including: *Flashback*, *Starwing*, *Nigel Mansell's Championship Racing*, Action Replay, convertor and more. Sell for £325 ono. Tel: (081) 570 4262.

● SNES, two joypads, universal adaptor and seven games, including: *SMW*, *Starwing*, *Jurassic Park* and more. £275 ono. Tel: (0372) 373152.

● UK SNES for sale: two pads, SCART lead, convertor, nine games, including: *SFII*, *Mortal Kombat*, *Mario Kart*, *Starwing*. All boxed as new. All for £250 ono. Tel: David (0435) 882505.

● UK SNES with 10 top rated games, including: *Mario Kart*, *Star Wars* and *Flashback*. Also has extra joypad and convertor. All boxed in mint condition. Only £360. Tel: Chris (0494) 433716.

● UK SNES with seven games and two joypads (one SN ProPad). Games include: *Mortal Kombat*, *SFII*, *Mario Kart*, *Pilot Wings*, *Jimmy Connor's*, *Bulls vs Blazers* and *Exhaust Heat*. All boxed as new. £250 ono. Tel: Pete (0508) 470354.

● UK SNES, one joypad, SN ProPad, *Mario All Stars*, *Striker*, *Tiny Toons* and *Mario World*, plus 20 mags. All boxed with instructions. All for £200. Tel: Eire (045) 60411.

● UK SNES for sale with two controllers, *Mario 4*, *Street Fighter II*, *Street Fighter II Turbo*, *Mortal Kombat*, Action Replay, Game Genie and *Fatal Fury 2* (JAP). Sell for £370. Tel: (0532) 624043.

● SNES for sale, boxed with all leads, mint condition with two top games (boxed). All UK. £100. Quick sale wanted. Tel: (0556) 610582.

● JAP SNES – unmissable offer! Two joypads, four games, including: *SFII*, *Super Mario World* and *Super Ghouls 'n' Ghosts*, all leads etc. Only £100. Tel: (0778) 345481.

● UK SNES, 10 great games, two joypads and convertor. £300. Tel: (0835) 863811, 5pm-7pm.

● UK SNES, two joypads, nine games: *Mario Kart*, *SFII*, *Starwing*, *Desert Strike*, *Sensible Soccer*, *S Tennis*, *Flashback*, *Another World*, *S Star Wars*. £450 of games and SNES for only £250 ono. Sheffield area. Tel: Chris (0246) 415527.

● UK SNES with 66 (yes, 66!) games, including: *NBA Jam*, *MK*, *Turbo*, *All Stars*, *Turtles 5*, *Zombies*, *Zelda*, XE-1 joystick (worth £80). Sell all for £400. Tel: (0244) 301383.

● UK SNES, two pads, SN Pro joystick, Tribal Tap adaptor, 13 games, including: *Secret Of Mana*, *NFL '94*, *Zombies* (all US), *SFII*, *Zelda III*, *Starwing*, with *SP* mags. £350 ono. Tel: Jim (0224) 633063.

● SNES, three games: *Mortal Kombat*, *Alien³*, *Starwing* and Mega Master joystick worth £30. Not one year old. Cost £280 new, sell for £145 with extras. Tel: (0934) 822776.

● PAL UK SNES, audio leads, one joypad and *F-Zero*. Unwanted gift and never used. Boxed. £65 including p&p. Tel: (0535) 671427.

● Catch this! SNES with 16 top games, four controllers, two justifiers, multitap and AV lead (*NBA*, *JM '94*, *SFII Turbo*, *TMNT TF*, *Star Trek NG* etc). Action Replay 2 and prog adaptor. Sensible offers only please. Tel: (0904) 763628.

● UK SNES with two pads, *NBA Jam*, *Sensible Soccer*, *Street Fighter II*, *Prince Of Persia*, *Mario World* and adaptor. All boxed. £150. Tel: (0462) 686373, after 7pm.

● For sale: SNES, two control pads, 13 games: *Starwing*, *Desert Strike*, *Alien³*, *Mario Bros*, *Super Tennis*, *Pebble Beach Golf*, *Exhaust Heat*, *F-Zero*, *Zelda III*, *Prince Of Persia*, *World Class Rugby*, *UN Squadron* and *Sim City*. Offers around £350. Tel: Adam (0532) 421870.

● UK SNES, seven games, including: *SFII Turbo*, *Aladdin*, *Choplifter 3* and *Starfox*, pro adaptor, Action Replay, expensive joystick, two joypads. All boxed as new. £280. Tel: (0923) 267606.

● UK SNES with eight games, including: *Secret Of Mana*, *Zelda* etc, convertor, two pads. Very good condition, all boxed. Worth £450, sell for £320. Tel: (021) 353 3926, after 5pm.

● SNES for sale, all boxed, the games are: *Addams Family 2*, *Zombies*, *Probotector*, *Super Tennis*, *Super Soccer*, *Zelda*, *Super Battletank*, *Mario 4*; plus two joypads and loads of mags. £315. Tel: (0232) 743633.

● One pad, all leads, all instructions, four games with boxes and instructions, all new (*Cybernator*, *Sunset Riders*, *SFII Turbo*, *WWF Wrestling*). Worth £290, sell for £220. Tel: (071) 249 2949.

● Turbo Express PSU, carry case, Sony headphones, JAP adaptor, *Bonk* (US), *Devil Crush* (US), *Zugra* (JAP), *Shinobi* (JAP), immaculate condition, all boxed, handheld. £150. Tel: Adrian (061) 973 5481, after 7pm.

GAMES FOR SALE

● SNES games for sale: *Super Mario Kart* £25, *Street Fighter II* £25. Games PAL (UK) version. Both with instructions, but only *Mario Kart* has a box. Tel: Steve (0509) 504152.

● *Aladdin* for SNES, boxed and in mint condition. Only £25. Tel: (0372) 279646.

● PC Engine games and hardware for sale and wanted. Call for prices. Tel: (071) 731 1849.

● *Starwing* (UK) box and instructions etc, perfect condition. £25. Tel: Alex (0372) 374764, after 5pm.

● *Desert Strike* £25, *Mickey Mouse* £20, *Starwing* £20, *Pilot Wings* £25, *Sim City* £20, *Axelay* £20, *Super Tennis* £20, *Addams Family 2* £25. Tel: Tom (Leeds) 400958.

● UK games for sale: *Super Mario World*, *Street Fighter II* plus Game Genie. Sell all for £140. Tel: (0532) 624043.

● (UK SNES) *Jimmy Connors*, *Super Wrestlemania*, *Sim City*, *Bart's Nightmare*, *Tiny Toons Buster Busts Loose* and *Super Soccer*. Tel: (071) 220 5765.

● *Bulls vs Blazers* (UK) £20, *Star Wars* (JAP) £23, *SFII* (US) £20, *Prince Of Persia* (US) £20. Or swap for other good games. Tel: (0488) 71614.

● SNES games for sale. *Mystic Quest* (UK), *Castlevania* (UK) and *Actraiser* (US). £27 each or the lot for £75. Also GamesMaster adaptor £5. Tel: Danny (0749) 830245.

● For sale: *TMNT: Tournament Fighters* £25, QJ TopFighter arcade programmable joystick £35. Tel: Julian (0932) 866970.

● Games for sale: *Actraiser*, *Zelda III*, *F-Zero*, *Big Run*, *Alien³*, *Sim City*, *Mystical Ninja*, *SFII*, *Batman Returns* and *Desert Strike*. All between £15-£28. Tel: William (0223) 67912.

● *SFII Turbo* £35, *Mortal Kombat* £35, *Mario All Stars* £35, *Super Mario Kart* £25, *Final Fight* £20, *Another World* £22 and many others. Tel: Kev (0920) 877341.

● For sale: *SFII Turbo* (UK) £45, *Virtual Soccer* (UK) £35, *Tiny Toons* (UK) £30, *Pop'n Twinbee* (UK) £30. All boxed with instructions, in mint condition. I might swap. Tel: (0395) 578087.

● *Jimmy Connors Tennis* (UK) £30, good condition, boxed. Competition Pro pad £10, unboxed. Tel: (0457) 862463, after 6pm.

● UK SNES game for sale: *Jurassic Park* £25, boxed with instructions. Tel: Peter (0484) 861604.

● SNES games for sale: *Starwing* £35, *Alien³* £35, *UN Squadron* £30, *Prince Of Persia* £30, *Street Fighter II Turbo* £40, *Wrestlemania* £25. All ono, all in mint condition. Tel: (0253) 760540.

● For sale: *Striker* (UK) £30, *Jurassic Park* (UK) £35, *Pocky & Rocky* (JAP) £25, *Dino City* (UK) £20, GamesMaster adaptor £10. All ono. Tel: (0947) 605261.

● SNES games for sale: *Secret Of Mana* £40, *Bomberman* + multitap £40, *Zelda III* £20, *Axelay* £20, *Mario All Stars* £28, *Mario World* £20. Tel: (0235) 520613.

● For sale: *Pugsley's Scavenger Hunt*: *The Addams Family 2*, *Addams Family*, *King Arthur's*

FANZINES

● *Comic Universe*: a brand new fanzine for comic fans. Includes news, reviews, compos, manga section, letters page and much more. Phone for a free information pack. Tel: Jonathan (091) 259 2874.

● I am looking for a good writer to cover the European gaming market in *The Guru*, a US fanzine. Tel: (US) (01) 713 998 9037.

● *GAP*: the new fanzine from the writers of *Electric Brain*. Covers MD, SF, PC-E, 3DO, Jaguar and beyond! Send £1.50 to Onn Lee, 125 Arnold Road, Bestwood Estate, Nottingham NG5 5HR.

World. £25 each or swap for *Kevin Keegan's Player Manager*. Tel: (0603) 665843.

● *Soul Blazer* (US) £30, *The 7th Saga* (US) £30, *Out To Lunch* (UK) £20, *Xandra's Big Adventure* (JAP) £25. Or swap for *Lufia*, *Final Fantasy 2* or *Equinox*. Tel: (0702) 344422.

● Three Game Boy games for sale: *T2: The Arcade Game*, *Turtles Fall Of Foot Clan* and *Chessmaster*. £10-£15 each. Tel: Gwyn (0656) 658407.

● *Turtles Tournament Fighters* (no box/instructions) £25. Also Pro Action Replay and booklet £25. I also have old *Total!*s for sale. Tel: (0532) 825124.

● SNES: *Mario World* £15. Game Boy: *Gargoyles Quest*, *World Cup*, *Populous*, £10 each. Tel: Nick (0799) 527773.

● *Super Putty*, *Super Castlevania*, *Desert Strike* (UK), £20 each. *SFII* (UK) £25. All boxed with instructions. Tel: Lee (0689) 874241.

● *Secret Of Mana* (US) £40, *J Madden '94* (US) £40, *Kevin Keegan Player Manager* (UK) £30. Tel: Dave (0395) 443839.

● For sale: *Lemmings* £25, *Mortal Kombat* £35, *SFII* £20, *Striker* £29 and *Sim City* £15. Tel: Paul (0564) 782435, answerphone.

● For sale: *Assault Suits Valken* (JAP) £20, *Alien*^{3} (UK) £25, *Bubsy* (UK) £25, *Smash TV* (US) £15, *Spiderman & The X-Men* £20, *Starwing* £25, Scope (UK) £25. Tel: (0284) 723991.

● *SFII* (no box) £20, *Super Mario* (no box) £15, *Zelda III* £30, *Mario All Stars* £35. All PAL versions with instructions. Tel: Ben (0252) 713415.

● For sale: *Super Mario World*, *Another World*, *Zelda*, *Pilot Wings*, *Super Tennis*, *Smash TV*, *Striker*. £20 each or two for £35. All UK, boxed with instructions, in mint condition. Tel: (0446) 774834.

● *SFII Turbo* (JAP) two month's old, boxed with instructions plus manga film *Wicked City* (new). All for £45. Tel: Jamie (0274) 682014, after 6pm.

● *Gradius*, *Contra 3*, *UN Squadron*, *Pugsley's Scavenger Hunt*, £28 each. *Starfox* £34. All US & as new. Buy any four and get *R-Type* (PAL) free! Sell *R-Type* for £10. Tel: Stephen (081) 428 0609.

● *Zombies* (UK) £30, or swap for *Cybernator*. *NBA Jam* (UK) £40, *Mario All Stars* (UK) £30 or swap for boxed *Mario World* + £5. Tel: (0602) 790522.

● Seven great games for sale (all scored above 80% in *Super Play*): *Lemmings* (US) no instructions, *Super Mario World* (UK) no box. The following are boxed with instructions (US unless otherwise stated): *Mortal Kombat* (UK), *Super Tennis*, *SFII*, *Final Fight*, *Super NBA Basketball*. All in excellent condition. Must be able to collect. Tel: (081) 845 9188, 6pm-9pm.

● Game Gear games: *Tazmania*, *Devilish*, *Columns*, all under £10.50. Master System games: *Tom & Jerry* £10, *Ninja* £3.50 and other offers. I live in Herts. Tel: (0462) 679658.

● SNES game: *Cool Spot* (PAL), boxed with instructions, £30. Tel: (0376) 583365.

● *SFII Turbo* £30, *Starfox* £25, *Rock 'n' Roll Racing* £25, *Space Megaforce* £15, *Smash TV* £15. All above are US versions. *Super Probotector* (UK) £15. Tel: Bill (0932) 761556.

● *SFII Turbo* (US), boxed with instructions, mint, £40. *Contra 3* (US), boxed with instructions, £25. Both for £60. Consider swaps. Tel: Tom (0742) 305130.

● Action Replay, nearly new, immaculate condition, still boxed with instruction booklet, £35 (quick sale). *Top Gear 2*, immaculate, £30. Tel: Brian (0501) 731813.

● For sale: *NBA Jam* (US) £35 and *Rock 'n' Roll Racing* (US) £30. Both in mint condition. Tel: (0252) 613266.

● UK SNES games,19 available, all top quality, boxed with instructions, from £15 to £25. Tel: (0772) 745004, after 6pm.

● 12 games for sale, including: *Tournament Fighters*, *SFII*, *Mortal Kombat* and *Starwing* at bargain prices (eg brand new *Secret Of Mana* £40). Call for price list. Tel: Mike (0635) 253061.

● 15 top SNES games for sale from £20-£25, in mint condition, all boxed with instructions. Tel: (0902) 657344.

● Bargain time: *Jurassic Park* £25, *Super Smash TV* £17, *Tiny Toons* £25, Super Scope and six games £23. All mint. Tel: (0622) 752945, after 8pm.

● *Tiny Toons* (UK) £25, *Mortal Kombat* (UK) £25, *SFII* (UK) £20. Tel: (081) 524 5413, after 4pm.

● Game Gear games for sale: *Shinobi*, *Donald Duck*, *Fantasy Zone*, *Monaco* and *Mickey Mouse*, for only £70. Must collect (Birmingham). Tel: (021) 779 5266.

● Games for sale : *Probotector* (UK) £20, *R-Type* (UK) £15, *Mickey Mouse* (US) £25, *Flashback* (UK) £35, *Zelda* (UK) £20, *Bart's Nightmare* (UK) £15 and *Mario* (UK) £10. All boxed. Tel: Roy (0942) 223953.

● 128 Game Boy games for sale for £100. Or 73 Game Gear games for £100. It is crazy, but true. Tel: Kam (0438) 725058.

● SNES games: *SFII Turbo* £40 ono, *Prince Of Persia* £30 ono. *UN Squadron* £30 ono, *Starwing* £30 ono. *WWF* £20 ono, *Alien*^{3} £30 ono, *Super Tennis* £25 ono. All boxed with instructions. Tel: (0253) 760540.

● SNES games for sale or exchange. Games include: *SFII Turbo* (US) £30, *NHL '94* (US) £30 and *Tournament Fighters* (UK) £40. 25 other games available, £15-£40. Tel: (0935) 863873.

● For sale: SNES games from £20, convertors, manga videos and NES games. Tel: Asif (0772) 685055, after 4pm.

● UK SNES: *Mario All Stars* £30, *Tiny Toons* £25, *UN Squadron* £25, *Sim City* £20, *Dragon's Lair* £25. All boxed with instructions. Tel: (0844) 290398.

● *Out To Lunch*, *World League Basketball*, *Batman Returns* and *Smash TV*, £30 each and all UK. Also tons of anime for swap only. Tel: Jan-Fei (0734) 586030.

● I'm desperate. Action Replay £30, with *Castlevania IV* and *Mario 4* for free. No box with instructions. London area only. Tel: (081) 556 2991, after 5pm.

● SNES games: *Shadowrun*, *Pocky & Rocky*, *Final Fight 2* and others. Also NES with six games. SNES games £15-£35 each, or swap for manga videos. NES and games £60 ono. Tel: Mat (081) 977 5876.

MESSAGES AND EVENTS

● Rare Japanese game music CDs for sale: *Castlevania* double disc set £30, *Dracula New Classics* £25, *Viewpoint* £15, *Scitron Best Of '92* double disc set (include *SFII*, *Art Of Fighting*, *Metal Black*, *Galactic Storm*, *Wolf Fang*) £20, *Y's II Perfect Collection* double disc set £20, *Falcom Neo Classics* £30, *Falcom Special Box '92* £25, *Dragon Slayer JDK Special* double disc set £25. Tel: Jason (0225) 332982

● Mags for sale: *CVG* 130-133,135, 137-146; *NMS* 11,15; *NMS* 2, 9, 10, 11, 13; *Sega Power* 50th anniversary issue; *N-Force 7*; *Super Action* 11; *GamesMaster* 8. All *CVG* for £45, everything else for around £2.50 each. Tel: Sadat (081) 200 1845.

● Tons of anime to swap only (excludes Manga label). Phone for anime and specific manga. Tel: Jan-Fei (0734) 586030.

● *Amiga Format* mags issues 19, 44-54 (no cover disks); issues 34-37, 40, 42, 43 (with full game disks), issues 55-58 (with all cover disks). Good condition. £4 each. Tel: (0628) 24433.

● Amateur Amiga games developers seek artists to do anime artwork for various projects. Tel: Sebastian (0272) 327953, after 6pm.

● Magazines for sale: *Mean Machines*, *CVG*, *NMS*, *Raze*, *Sega Pro*, *Amiga Format*, *CU Amiga*. All from 50p. Tel: Benny (081) 842 2879.

● *Super Pro* (1-6) £3.50 each (7-11) £2.50 each (12 &13 with gifts) £4 each, (14 & 15) £2 each. Tel: (081) 449 3012.

● *Super Play* issues 1, 2 & 3, £4 each, or £10 for all three. In good condition. Tel: (061) 773 5807.

● *Riding Bean* and *Bubblegum Crisis No 1* for sale: £15 each. *F-Zero* (JAP) for sale, £15. Tel: (081) 948 5480.

● Will pay £5 per issue for *Super Play* 1-3. Must be in mint condition and with free gifts, if any. Tel: Si (0977) 510583, after 6pm.

● To Deepak and Humzar. *Kick Off* is good! From Rob.

● *Mystical Ninja* (US) and *NMS* (1-21), all for £65. Also, Neo Geo and Duo owners call now! Tel: (0203) 230658.

● Hello to Wiggy, Little Matt, Munky, Paulus Mc Paul Huddpot, Sporen McTavish and Wuppie Helumphadoodalus. From Russell, Roose, Gillpot and Russellus.

● Console mags: 75+ back issues, including: *Mean Machines*, *CVG*, *NMS*, *MM Sega*, *Super Play*, *EGM*, *Gamepro* and many others. All £100, but will split. Tel: Adrian (061) 973 5481, after 7pm.

● *Super Play* (1-14,16) and *Super Play Gold* for sale. All in good condition. Tel: Chris (0292) 74393.

● Excellent condition mags: *MM Sega* (1-17, include videos) £50. *Total!* (3, 5-21) £25. *CVG* (126-139) £20. *GamesMaster* (1 + 2) £8. *Control* (1-4) £10. *Game Zone* (6-12) £12. Rare! (offers) best of *Mean Machines*, *Complete Guide To Consoles*. Buyer collects or pays postage. Tel: (081) 697 6453.

WANTED

● Wanted: *Super Mario World* (UK version). Preferably with box. Willing to pay up to £25. Tel: (0738) 441401.

● Wanted: UK SNES games. Will pay £25 min. *Zombies Ate My Neighbors*, *Rock 'n' Roll Racing*, *Sim City* and *UN Squadron*. Tel: (0753) 642737.

● Wanted: *Dragon Ball Z* for the Super Famicom. I will swap for one of the following: *Empire Strikes Back*, *Bomberman*, *Royal Rumble*, *Parodius* or *Mortal Kombat*. I'll throw in *Nigel Mansell*'s. No offers. Tel: Quang (021) 233 4763, 6.30pm-9pm.

● Wanted: SNES games in good condition. Will pay reasonable price. Tel: Steffan (0222) 843176.

● Wanted: Instructions for *Super Tennis*. Will pay £5 if in good condition. Tel: (0792) 893646.

● Amiga 500 power supply wanted for cash. Must be in good condition. Will pay up to £28 cash. Tel: (081) 665 1865, evenings only.

● Jackie Chan films wanted in exchange for mine. I have *City Hunter*, *Crime Story* and more. Tel: (0234) 841858.

● I am looking for *Zelda III* and will pay up to £25. I live in NW London. Tel: (081) 961 7346.

● Wanted: *Super Mario Kart*, any version, will swap my *Super Bomberman* (US), or buy for cheap price. Tel: (071) 249 7945, after 5pm.

● Wanted: Super Nintendo (UK), one pad, no games. Buy for £40, negotiable. Tel: (0509) 235432, after 4.30pm.

● Wanted: *Mystical Ninja 1*, *Fatal Fury 2* or *Turtles Tournament Fighters*, preferably W Yorkshire area. Tel: Jax (0924) 272728.

● URGENT. I need a power supply unit for the SFC. Will pay cash. Also, has anyone any manga videos for sale? Tel: Tommy (0753) 547452, after 5pm.

● Wanted: *X-Zone* game for Super Scope. Will pay £20-£30, (UK) version with box and instructions. Tel: (0865) 247506.

SWAPS

● Swap my *SFII Turbo* (UK) for your *Turtles Tournament Fighters* (UK only) or other top title. Must be local to Staffs. Tel: (0782) 413984.

● Swap *All Stars*, *SFII* or *Starwing* for *Mario Kart*, *Turbo*, *Actraiser* or *Zelda*. All games are UK. Tel: (0348) 875083.

● I would like to swap *WWF Wrestling* for *Striker* or *Starwing*. Others considered. Tel: (081) 949 7129.

● *Alien*^{3} for *Cybernator* (UK) . Tel: (0349) 830915, after 5pm weekdays.

● Swap *Super Mario All Stars*, *Super Mario World* and *Super SWIV* for *Super Bomberman* and multitap. Tel: Mark (0734) 422768.

● I will swap my *Starwing* (UK) for your *Bomberman* (UK), Action Replay or any good swaps. Tel: (0532) 664988.

● Offered: *Tiny Toons* (UK) no box. Wanted: *Super Mario World* or *Super Mario All Stars* (UK only). Tel: (0693) 66609.

● *Zombies*, almost brand new. Swap for *Mana*, *Zelda III* or *Tournament Fighters*. West Midlands area only. Tel: (021) 706 2724.

● I have *Kevin Keegan's*, *Super Mario Bros 4*, *Mario Kart*, *Cool Spot*, *WWF 1* and *Mr Nutz*. Swap any for *Clay Fighter*, *Empire Strikes Back*, *Back To The Future 2* or *Sensible Soccer*. Tel: Ad (0455) 274438, after 6pm.

● I will swap my SNES with four top games for an Amiga 500+ and games. Or will sell for £160. Tel: (0282) 860870.

● I will swap my *Super Air Diver*, *Bart's Nightmare* and *SFII* for your *Lethal Enforcers* with gun. (UK version SNES games.) Tel: (091) 268 0653.

● SNES games US and UK. I will sell you games. I am also interested in buying games for decent prices. I will also swap. Please contact me. Tel: (091) 526 8394.

● I will swap my *Mario All Stars* (UK) and my *Mortal Kombat* for any decent game, like *Zelda*, *Young Merlin*, *Secret Of Mana* or *NBA Jam* with multitap. Or sell for £30 each. Tel: Simon (0580) 762683.

● I have *Mario All Stars* (instructions but no box) and *Buster Busts Loose*, and I want your *Mr Nutz*, TMNT Tournament Fighters, Mario Kart, Super Star Wars. Or will sell for £25 each. Must be UK. One for one, or two for two. Tel: (0257) 254176.

● Does anyone want *Secret Of Mana*? I will swap it for *Turtles Tournament Fighters*. Tel: Alex (081) 995 7579.

● Swap my *Probotector*, *Zombies* or *Simpsons* for your *Ranma 1/2*, *Final Fight* or *Shadowrun*. Must be UK games. Also, swap my *Turbo* for *Bomberman* + multitap. Tel: (061) 633 6384.

● Swap my *Mario All Stars* (UK), boxed with instructions, for *Jurassic Park* or *Turtles Tournament Fighters*. Must be UK and boxed with instructions. Tel: (0902) 761788.

● Swap *Equinox* and *Zelda III* for *Mystical Ninja*, *Flashback*, *Mana*, *Dungeon Master* or *Shadowrun*. Others considered. Tel: (071) 607 8531.

● Life sucks! But no more, swap *Mortal Kombat*, *SFII*, *Bomberman*, *Populous* for any decent game, especially RPGs. Essex area, must collect. Tel: Piff (0376) 571363.

● Swap my brand new *NBA Jam* (UK) for your *Zombies* (UK), *NBA Showdown* (US/UK) or *Secret Of Mana* (US/UK). Good condition only please. Local area (Herts) preferred. Tel: (0923) 248757.

● Swap UK SNES (boxed with carry case), plus two joypads and free *SFII Turbo* (UK) for a US SNES with two pads and a PAL booster. Tel: (0227) 792105.

● Swap my Action Replay, *Hook* (JAP), and *Street Fighter II* (UK) – unboxed – for *Jurassic Park* and *Wolfenstein 3D* (UK only). London area please. Tel: (071) 272 5503.

● I'll swap my *Super Putty* (UK) for your *Mario Paint*. *Super Putty* comes with box and manual. Tel: Martin (0734) 712820.

● SNES games to swap or sell including: *Bomberman*, *Starfox*, *Tiny Toons*. I especially want *Mana*, *Turtles TF*, *Rock 'n' Roll Racing* and *Shadowrun*. May consider adding cash or buying your games. Will also swap a few games for Game Gear, PC Engine GT. Tel: (081) 455 7475.

● I will swap *F-Zero* (UK) – no box or instructions – for *Super Star Wars*, *WWF Royal Rumble*, *Super Mario Kart* or any good two-player game. Tel: (0274) 599181.

● Swap my *Zelda* for your *Pilot Wings*; or my *Mario All Stars* for your *Jurassic Park* or *Super Star Wars*. Must be UK versions. Tel: Ben (0364) 653720.

● I would like to swap my *Bart's Nightmare*, *Pugsley's Scavenger Hunt*, *SMW* or *Road Riot 4WD* for *Nigel Mansell F1*, *Sensible Soccer* or *Sim City*. Tel: (0353) 722621.

● I have an Action Replay, still boxed with instructions and code book, immaculate, to swap for *NHL '94* (US). Must be immaculate. I will also give you £7. Tel: Bryan (0501) 731813.

● Swap my mint condition *SFII Turbo* (US) for *Secret Of Mana* (US). Swap *Mario All Stars* (US) for *Mystical Ninja 2* (US). Games must be mint. Tel: Chris (0202) 748660.

● I will swap my *Street Fighter II Turbo* for your *Mortal Kombat* or *NBA Jam*. Tel: (0865) 245123, ask for flat 79.

● Swap my *Tiny Toons* (US) for your *Mr Nutz* (UK), *Rock 'n' Roll Racing* (UK) or *Jurassic Park* (UK). Tel: Craig (0673) 861368.

● I will swap my SNES with four great games (including box and instructions) for an Amiga 500+ with one or more games. Or sell for £160. Tel: (0282) 860870.

● Swap my *Mario Kart*, *Sim City* or *Ranma 1/2* for *Metal Marines*, *Dragon Ball Z* or any good RPGs. Tel: Alex (0932) 821602, after 6pm.

BOOK YOUR FREE AD HERE!

Fill in this form (in capital letters, please, bearing in mind that we won't print your name or address – just your phone number), stick it on the back of a postcard or envelope, and send it to Supermarket, *Super Play*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. If you're under 18, please ask your parent or guardian to sign the coupon. This service is only available to private advertisers.

Please print my free advertisement as soon as possible under the following classification:

- Hardware For Sale ❑
- Games For Sale ❑
- Wanted ❑
- Messages And Events ❑
- Fanzines ❑
- Swaps ❑

Name .....
Address .....
.....
.....
.....
Postcode .....
Tel No .....
Signature of parent/guardian (if you're under 18) .....

I want my ad to read: .....
.....
.....
.....
.....
.....
.....
(SUPER PLAY 22)

Sorry, but *Super Play* can accept no responsibility for ads placed in this section.

EXCITABLE VIEWPOINT

PLAY BACK

This month in Playback: How games get their names; more manga please; are Capcom losing their touch?; join us in our fight for more RPGs in the UK; a solution to Cheryl Barnes' *Secret Of Mana* problem; and how to get hold of *Akira* cards.

'NOT QUITE THE PSYCHOANALYST'

Would it be possible for you to give me some insight on how game designers come up with game titles? It's been bugging me for the last hour or so and I'd enjoy learning a bit of psychology.

I reckon the game title is the most important part of game publishing, as it must conform to a number of needs for it to fulfil its job. It must be novel/interesting to stand out from the crowd (full marks to Konami for *Pop'n Twinbee*, but points deducted for *Teenage Mutant Ninja Turtles IV*).

It must tell the consumer what the game's about (*Super Soccer* – boring but informative; *Solstice II: Equinox* – you what?). It must set the mood for the rest of the game (*Shadowrun* – nice; *Mario Paint* – hmmm). Finally, it must be adaptable for future sequels (*Starfox* is just open for ideas but can you imagine saying *Ultraseven II*?)

If you're not quite the psychoanalyst Sigmund Freud was, could you instead briefly describe how your founders came up with their magazine names, as the requirements they have are similar to the ones that face games producers. Thanks for listening.

Yours faithfully,
Raymond Chan,
East Barnet, Herts.

We've spoken to various developers in the industry, and it seems that most games are named in the following manner; the guy who invented the game (or had the original idea for it) comes up with a working title. If it hasn't been used before and the software company likes it, it stays, but if it needs to be changed, a meeting is called and everybody thinks up names furiously until a nice one is found.

For example, *Starfox* had to be changed to *Starwing* because there's a piece of German hardware called Starvox; and Interplay have a forthcoming game called *Blackthorn* which'll have a title-change owing to the cider of the same name.

And just to show that it's not easy, here are some poor names we've just remembered: *Big Run*, *Brass Boss*, *Knights Of The Round*, *Super Birdie Rush*.

'I WAS JUST FLIPPING'

I was just flipping through the pages of your fab mag when I noticed you come across a bit of a problem... background music. You can't seem to express how good the music is for certain games. So I thought maybe you should give away a free audio tape with one of your issues with a few samples from some of the games. So we know roughly what to expect. Or better still, maybe a video cassette so we can sit back with the remote control in our hands instead of a joypad.

Yours faithfully,
Jim Lightfoot,
Edgbaston, Birmingham.

You again? Video and audio cassettes are a nice idea, but it's not what we're about. A video would give you a good idea of the games, but a music cassette would simply be boring. And both would be expensive.

No, if you really want to see what games are like before you start making choices, go to a shop where you can test them, or come to the Future Entertainment Show (26-30 October at Earls Court, London) where there will be loads to see and play.

'RAN LAUGHING FOR MORE'

I can finally put into words my hate for Nintendo's 'family entertainment' policy. The last straw was the taking of a classic game and ruining it (*Which game is it? – Ed*). I had previously been loving every punishment-giving minute of the PC version, but my delight for it soon to be released on the SNES was mercilessly tortured and crushed (they had even taken out the savage dogs which made the best sound when you mini-gunned them to the floor and ran laughing for more). (*Oh. It's* Wolfenstein 3D, *then – Ed.*)

PC games seem to have been overlooked in the ever-more popular quest for game ruining. With *Doom*'s recentish arrival for gore-lovers, it's possible to chainsaw poor subnormal humanoids to death in the comfort of your own home. I would like to see that on 16-bit cartridges in the next 200 years.

Sadly, I am forced to sell my SNES because I won't stand for the software being censored. My only alternative is to chainsaw the subnormal humanoid who is keeping an uncut version of *Doom* from being released on the SNES.

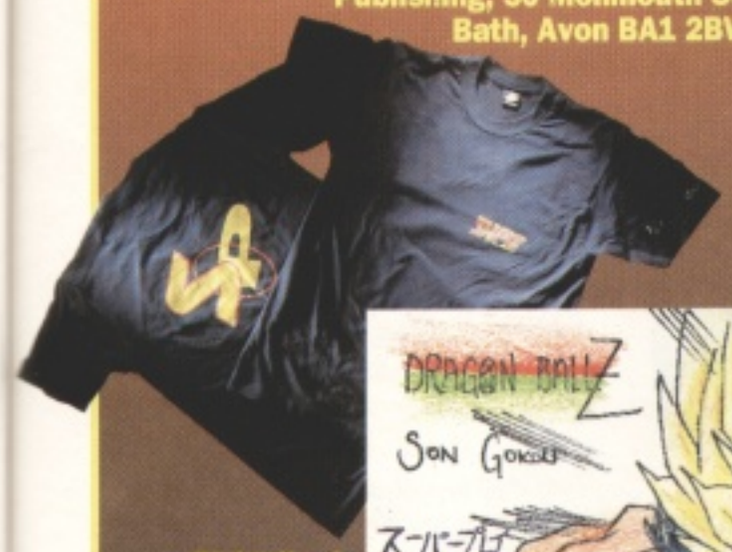
RG,
Taunton, Somerset.

Scared to give your name, eh? People like you do more harm to the anti-censorship lobby than good. Censorship isn't about getting to see blood and death, it's about having the right to choose what you want to see or play.

The best games on the SNES don't need censorship, so selling your SNES over the principle is also a poorly thought-out idea. If all that

ENVELOPE ART!

Turn to page 96 to find out how to draw anime like *Super Play*'s own anime expert Wil Overton. He explains the mysteries of his craft in easy to follow stages. Then have a go yourself and send the results to: Envelope Art, *Super Play*, Future Publishing, 30 Monmouth St, Bath, Avon BA1 2BW.



Right: Kwok Fung Lam, who lives in London, is mad about *Dragon Ball Z*.

Above: Turtlemania, artfully drawn by Jon-One – somewhere in Northumberland.

Below: Damien Jordan from Tameside sent in this fab Uni Charm Password from *KO Century Beast Warriors*.

Laura Watton from the West Midlands has super deformed Chunners and chums.

WINNER!

Right: Jeremy Charleston of Wrexham, North Wales has won the *Super Play* T-shirt this month with characters from *Battle Angel Alita*.

turns you on is the occasional blood-fest, stick to the PC. And us SNES owners can get on with enjoying decent.games.

'HARDEST GAME AROUND EVER'

I've owned a SNES for a few years and I've had quite a few games. But none of them are difficult. I have about 30 games and have completed 29 of them; *Zelda*, *Mario 1*, *2*, *3* and *4*, *Axelay*, *Fatal Fury*, *SFII*, *Joe And Mac*, *Tiny Toons*, *Lethal Enforcers*, *Super Bomberman*, *Tournament Fighters*, *Mortal Kombat*, *Prince Of Persia*, *Ranma 1/2* – the list goes on.

Please can you tell me which is the hardest game around ever.

Yours sincerely,
Mark Sin,
Bristol, Avon.

We had a question very like this last month, but, OK Mark. Try *Super Ghouls 'n' Ghosts* and *Kikikaikai*. Wil is the only person in the office to finish *Super Ghouls 'n' Ghosts* – which shows how hard it is.

If anyone knows of a game which they think is tougher, then tell us. We can do a top 10 of tricky games next month. And a top 10 of simple-to-finish games too. So tell us about those as well.

'MORE INFAMOUS MANGA'

Will you please start covering more infamous manga, such as *Nausicaa*, *Robot Carnival* and *Megazone 23*, as well as all the usual Manga Video titles? It's a shame that a lot of brilliant anime is unheard of in your magazine.

Thank you,
Stephen Bagley,
Redditch, Worcester.

Take a look at page 92 of this very ish, Steve. We've got a brand new video section where we cover all the manga and anime we can get our hands on. There's been such an explosion in anime recently that we can't fit it all in to Super Express, so it's going to have its own part of the magazine from now on. Great, eh?

THE SUPER PLAY INTERESTING-O-METER

Scary electric snippets or dreary dud light-bulbs.

HOT
- Super FX games
- Have Capcom lost their touch?
- The good old days

NOT
- The censorship issue
- CD ROM devices
- *Secret Of Mana* adaptor

'HIGHLIGHTS'

I had to go back almost to the beginning of *Mana* because my sister deleted my files.
Gareth Morgan, Wales.
Think of it more as a pleasure, and not as a chore.

You know, I seen (*Saw – Sue*) *SFII* for £25 the other day.
Jim Lightfoot, Edgbaston.
So what? We saw *One Foot In The Grave* the other day.

I'm not trying to put Capcom down or anything. In fact, I love 'em. I'm just worried. Surely they can't rely on *Street Fighter* games to keep going? My other fave company, Konami, are consistently pumping out great games such as *Rainbow Bell Adventures* and *Mystical Ninja 2*. What's going on?
We've been hearing a lot of people saying this. And we agree with them. Capcom have been held in almost religious awe for ages, and maybe cracks are now showing. Our message to them; write some great games again, please.

Do Enix intend to open a UK office so everyone can play *Soul Blazer*?
Chris Green, Herts.
It would have to be a big office...

'BECAUSE I MISSED'

Just a note to ask you to please reprint your guide to *Zelda* in issue 2 because I missed that issue and can't get it as a back issue. I'm sure that I'm not the only one (just look at all the *Zelda* questions in Ask Allan every month).
Yours sincerely,
Stephen Wilson,
Desford, Leicester.
We're planning to make the *Zelda* guide available again very soon. Watch out for some never-to-be-repeated special offers. Yes, *Super Play* is the magazine that knows how to look after its readers. Never let it be said otherwise.

'SO-CALLED EXPERTS SPOUTING'

In issue 20 you asked for our views on censorship so here are mine; Nintendo's censorship of video games is extremely strict and this is wrong. Violence in games should not be banned, but these games should have age classifications on them – just like videos – to warn people that they are not suitable for children. And this is where our responsibility as parents comes in.

You can go into almost any video shop and see children choosing films with their parents which they are not legally allowed to watch. And whatever people may say, children *are* influenced by things they see on television. You only have to watch them playing the day after a film such as *TMNT*, *Star Wars* or *Karate Kid* has been shown on TV to see this.

It only needs parents to start taking responsibility for what their children watch or play on television – be it games or videos – to stop these so-called experts spouting such crap about censorship in games and films.

If more parents do not become more responsible about what their children watch or play, they will be the ones to blame for even stricter censorship, and NOT the games and film industry.
Yours faithfully.
Andrew Hutchinson (parent),
Todmorden, Lancs.
There. A well-argued and coherent letter. We *should* decide what's acceptable but we should also fight when those that currently decide for us aren't making the right decisions.

Cor, it's getting really heavy, this debate. Excellent.

'I'M GREAT AREN'T I?'

Did you know that 'ah, delicious' in Japanese is 'ah, oishii'. Ha! I'm great, aren't I? Do I get anything for my effort? How about a wider range of special *Super Play* merchandise like badges, long-sleeved shirts, watches, gold, statues. You know, that sort of thing.

And could Wil send me one of his piccies please?
Thanks a lot for your mag,
Chris Williamson,
Wirral, Merseyside.
We already know the Japanese for delicious Chris. We also know many, many other Japanese words. In fact, we've got a huge dictionary full of them. So don't think you'll get anything from us for sending in translations.

As for merchandise; we're working on a long-sleeved *Super Play* T-shirt and other goodies too. More details to follow.

And no, you can't have a Wil picture. We only give them to people who deserve them.

'SPELL DEATH FOR THE SNES'

It seems today that the SNES's popularity has attracted every deadbeat third-party publisher who seem to fill the shelves with junk. The exceptions, like the excellent Konami and, to a lesser extent, Capcom, even seem to be losing their touch slightly. When they started, they used the Super Nintendo in new and imaginative ways – *Axelay*, *Legend Of The Mystical Ninja* and *Street Fighter* being good examples. Now, though, we're getting clones and sequels (what next? *Super Mega Hyper Turbo Tournament Champion Street Fighter II*?)

As for Nintendo, what support do they give? Don't get me wrong; I am a firm believer in 'quality counts' and I know that quality takes time, but when was their last decent release? *Starwing*? And that was released *ages* ago now. In the meantime, Sega are releasing games left, right and centre, which, I grant you, are often crap, but they sell well anyway.

Also, Nintendo seems to be putting all its eggs in one basket with the fabled Project Reality. Even if it does do well, which I hope it does, won't it spell death for the SNES, and for the SNES-supporting *Super Play*?
Best regards,
Matthew Brennan,
Stoke-on-Trent, Staffs.
There *are* good games coming out for the Super Nintendo, but they are outnumbered by the bad ones. It's the same story with the Mega Drive, of course. The trick is to concentrate on the good 'uns.

Although we cover every SNES game, *Super Play* highlights the best and hopes that people buy those, and not the poor efforts which just get in the way. This doesn't mean the market is in decline, it just shows that making great SNES games is tough, and many offerings aren't up to scratch.

And it isn't Nintendo's fault. The better the games, the more hardware and software they will sell. Oh, and don't worry about the SNES dying. There'll be far too many active users for years for that to happen. Guaranteed.

'GATHERING DUST ON A SHELF'

I am a great RPG fan and I thought *Zelda III* was absolutely amazing, but there don't seem to be any Super Nintendo games like my favourite game ever, *Phantasy Star II* on the Mega Drive. All the good RPGs are being left in Japan, with only the likes of the excellent *Secret Of Mana* filtering through. This may be good, but it's an action RPG and I'm fed up with them.

Even Enix have decided to flush *Dragon Quest V* down the loo and release *Illusion Of Gia*, another action RPG. It seems I'm not going to sell my Mega Drive (which is presently gathering dust on a shelf) and wait for *Phantasy Star IV* and *Shining Force II*.

Another quibble (minor though it is) is the disappearance of Datebook for game releases in both *Super Play* and *Edge*. Where have they gone? Apart from that, though, I think your magazine is wicked. It's really funny and issue 20 was your best yet.
Thanks for listening,
Sam Dowler, Elstree, Herts.
PS I love Lisa Nicholls. Please don't sack her, she's funny.
You mention *Secret Of Mana*, but that's only available on import anyway. And we utterly, totally agree that the best Japanese RPGs should be translated and sent over to the UK.

In fact, let's do something about it. *Final Fantasy VI*, *Ogre Battle 2* and other RPG/strategy games will not appear in this country in English, because the

KINDLY LEAVE THE STAGE

We really thought the latest crop of gags would be skill. But they weren't. Shall we dump KLTS?

Q What do sheep use to raid another flock?
A A ram-pager.
Raymond Chan,
East Barnet, Herts.
2/10

Q Why shouldn't you ever play cards with the Queen when she's on the toilet?
A Because she'll beat you with a royal flush.
Simon Allan,
Burnley, Lancs.
0/10

Q How does an Ethiopian say goodbye?
A Abyssinia.
George Rowe,
Westbury, Wilts.
1/10

Q You weigh 80kg and you take a bath. What happens?
A The 'phone rings.
Rob Hiscox,
Solihull, West Midlands.
3/10

Get 5/10 or above for your joke and you win yourself a stupendous *Super Play* T-shirt. Kindly Leave The Stage, *Super Play*, 30 Monmouth St, Bath BA1 2BW.

Western distributors don't consider that we're clever enough to play and enjoy such games.

If you disagree with this attitude, then why don't you join us in our fight to get these games (and many more) translated and brought to the UK. Send *Super Play* a postcard saying something like 'Dear Nintendo, I am a dedicated RPG fan. Please release the games I want to buy in the UK!' We'll deliver all the postcards to Nintendo's HQ. And we'll make sure they get every one.

Send your cards to: RPG Demand, *Super Play*, 29 Monmouth St, Bath BA1 2DL. Because *Super Play* is easily the biggest SNES mag in the UK, if enough people do this, Nintendo will be forced to act.

Oh, and you'll be pleased to see that the Datebook has returned – check out page 23.

And as for your PS – Lisa says thanks very much; you're sweet.

'WHY DON'T PEOPLE COMPLAIN'

I am really cheesed off with people complaining about Capcom releasing loads of versions of *Street Fighter II*. I mean, it's not that they're the same game. Capcom have enhanced the game every time. Take *SFII Turbo*, for instance. It combines different tactics and gameplay to the first *Street Fighter II*.

Why don't people complain when Electronic Arts bring out the 100th version of *John Madden*? I must admit, I am a *Street Fighter II* fan, but ain't we all. And I am looking forward to *Super Street Fighter II* this Summer.

Yours,
Andy Lau, Nonamesville.

PS I know why Lisa Nicholls is into Yoshi and cute things. 'Cos she is so damn cute herself. Sorry.

Everybody knows that each incarnation of *Street Fighter II* makes it better. It's just that if you buy them all when they come out, it's possible to spend over £250 on what is really the *same game*. That's what people object to.

Oh, and Lisa says thank you very much (again).

'MIGHT SEE ALL THE BLOOD'

I would like to thank Nintendo for a very good decision to make Project Reality cartridge-based. This may have shocked people, but the Jaguar is cartridge-based and look at the quality of those games. Nintendo has shown that cartridges aren't out-of-date yet and if the competition catches up they can just make a CD for it.

Another point I would like to make is that I'm glad to hear that the industry is bringing out a games rating system (like on videos). That means we now might see all the blood, gore and death moves in *Mortal Kombat 2*.

My final point is about cheap games. I've never bought a new full-price game. I get all my games from computer stores which sell second-hand games, or exchange them. Some even buy them. So shop around and you'll be guaranteed some bargains.

Lee Curtis, Cheltenham, Gloucs.

Write and tell us whether *you* prefer carts to CDs. We'd love to know.

Even though there will be ratings on Nintendo games, it doesn't mean that they'll be putting gore and hideous death-type scenarios in their 18-rated games. Nintendo are and always have been a family-based company, and they won't change now.

'PEOPLE HARDLY EVER LOOK'

While your magazine is pretty damn fabulous, I think that your reviews would benefit from having at least two people commenting on the game. For example, in issue 20 you gave the review of *King Of Dragons* to someone who doesn't like beat-'em-ups. You should have someone who enjoys games like *Final Fight* make one comment and someone (like good ol' Trenton Webb) who doesn't like them much, make another. This would be a far fairer way of marking games, in my most humble opinion.

Before I leave, I would just like to say well done to Mr Leach for his small, but highly accurate comments at the beginning of his *Ninja Warriors* review. Well done. It's time people realised that the incredibly large majority of people who play video games are not driven to violence by them, and if they are, there is obviously something very out of order in their lives. People hardly ever look beyond the face of things.

Adios, amigos,
Louis Badcock,
East Sheen, London.

Cheers for the nice words, Louis. Many magazines do use more than one opinion. *GamesMaster* is a good example. But you might have noticed that when we've got a big game, or something where opinion really is divided, we *do* have individual boxes in which each team member says what they think. This happened last month with *Super Bomberman 2*, and the month before with *Super Metroid*.

So there.

'STOP CONNING PEOPLE'

1. Is it worth taking out a subscription, and do you have to pay more if the price of the magazine goes up?
2. Are Konami going to release *Tournament Fighters II* or *Rocket Knight Adventures*?
3. Are Nintendo going to release Project Reality, or are they going to back out because of the 3DO, Jaguar and so on?
4. When/if Project Reality comes out, will companies still program SNES games, or will it be dumped like the NES?
5. Any word on *Plok 2*?

And as for your question in issue 20, yes I would buy *Super Street Fighter X* because I've only got the original, but I know some people have got *Turbo* so they won't. Capcom should stop conning people and make *Street Fighter III*.

Bye!,
Lee Curtis, Cheltenham, Gloucs.

Oh. It's you again. Strictly speaking, these questions should be for Gamefreak, but we'll be nice and answer them now for you.

1. Yes. It's cheaper (saving you five quid by direct debit). If the price goes up, you'll be OK until you renew the subscription. So, although we keep the price as low as possible, it's extra insurance.
2. *Tournament Fighters II* is very unlikely ever to happen (although not impossible) and *Rocket Knight Adventures* is coming, and it's called *Sparkster*. Watch out.
3. Nintendo *will* release Project Reality. Definitely.
4. As we keep saying, there are far too many Super Nintendo owners to dump overnight. It will be around for ages and ages, especially as everyone knows it and can write for it, whereas Project Reality will be an unknown quantity and will take a while to establish itself.
5. Not yet. But hold on, because we should be previewing *Plok! 2* in a few months' time.

Bye!

'NOT VERY POPULAR IN HOLLAND'

In issue 20 I read that there is going to be a full master set of 100 *Akira* cards. Well, as you may know, manga movies, comics etc aren't very popular in Holland. The only manga movie I've seen is *Akira* and that was shown on the BBC.

If possible I would like to order the full set of cards. Unfortunately, I don't think the cards will be available in Holland. I am looking forward to hearing from you soon.

Yours faithfully,
Gertjan Klöters,
Koedÿk, The Netherlands.

The cards are available in foil packets of 10, which will cost approx £1.20 (recommended retail price) from most good comic and record shops. These include: Forbidden Planet, Beatties and Sam Goody, or try mail order from Maverick Mail Order Ltd, PO Box 7, Ross-on-Wye, Herefordshire HR9 7BU. Don't send any money yet, but phone Maverick Mail Order on (0989) 767655 for a full catalogue, including an order form.

Also available are special collector albums at £8.55 (RRP). The master set contains 100 cards, all unique (and different from those cover-mounted on last month's *Super Play*), which will have randomly inserted special 'chromium' cards and 'prism' cards.

'A WASTE OF TIME AND MONEY'

With the imminent release of *Super Street Fighter II* and *Mortal Kombat 2*, why do companies insist on making crap joysticks for the Super NES? After owning a SNES for nearly a year, I purchased *Mortal Kombat*, *SFII* and *SFII Turbo*, tried several joysticks, but none of them were any good. I don't mind paying £60 for a top quality joystick, but £60 for a preprogrammed stick is a waste of time and money. Which joystick do you think is best?

Andrew Davies,
Wakefield, West Yorkshire.

We reckon the SM Programmable joystick is pretty skill. It costs £49.99 and you can get one from Shekhana Computers. Phone them on (081) 340 8565.

MANA FROM HEAVEN

After our request for info on running *Secret Of Mana* on a UK SNES, we were inundated with letters telling us precisely what to use. Unfortunately, the problem is a little more complex than the choice of adaptor: it also involves the choice of UK cart placed in the back of the device.

If you use one with its own battery back-up, you can experience odd effects with the game being played. Use an NTSC-only adaptor with a non-battery PAL game and you should be fine. The first person to give us a completely honest solution was Jez Thorpe of Milton Keynes – he even admitted that title screen glitches were inevitable.

Thanks Jez, you win a *Super Play* surprise goody bag.

WRITE NOW!

If you've got something to say and want to see your name in print, then what are you waiting for?

PLAY BACK, SUPER PLAY, 30 MONMOUTH STREET, BATH BA1 2BW.

WHAT CART?

NAME, PUBLISHER	%	BRIEF DESCRIPTION

KEY The guide to *Super Play*'s percentage scoring method.

90-100% — Why haven't you got all these? Go on – buy them!

70-89% — Now these are worth considering, definitely.

0-69% — Most of these are best left on the shelf, we reckon.

	NAME, PUBLISHER	%	BRIEF DESCRIPTION
SP2	ACROBAT MISSION (JAP) *Teichiku*	38%	Despicably feeble vertically scrolling blaster. Avoid.
SP9	ACTION PACHIO (JAP) *Coconuts Japan*	42%	Boring and slow *Sonic* lookalike.
SP2	ACTRAISER (JAP/US/UK) *Enix/Quintet*	90%	Great combination of strategy and platform action.
SP16	ACTRAISER 2 (JAP) *Enix*	69%	Flashy presentation, but a disappointing step backwards.
SP1	THE ADDAMS FAMILY (JAP/US/UK) *Ocean*	82%	Enjoyable mix of puzzle, adventure and shoot -'em-up.
SP7	THE ADDAMS FAMILY 2 (JAP/US/UK) *Ocean*	90%	Huge, gorgeous-looking and fun platformer.
SP7	AEROBIZ (US) *Koei*	69%	Well-presented, but over-serious, airport management sim.
SP13	AERO THE ACROBAT (UK) *Marubeni*	84%	Fun platformer with functional graphics and huge levels.
SP15	ALADDIN (UK) *Capcom*	81%	Great to look at and very involving, but it's over too quickly.
SP18	ALCAHEST (JAP) *Squaresoft*	69%	A great looking slasher/blaster with clever power-ups.
SP15	ALFRED CHICKEN (UK) *Mindscape*	83%	Packed levels and a great central character.
SP9	ALIEN³ (US/UK) *Acclaim*	84%	Big and accurate movie conversion with great cosmetics.
SP6	ALIENS VS PREDATOR (JAP) *IGS*	28%	Unoriginal beat-'em-up. Neat idea but dire gameplay.
SP3	AMAZING TENNIS (JAP/US) *Absolute Entertainment*	80%	Looks nice, but the graphics restrict your view of the action.
SP10	AMERICAN GLADIATORS (US) *Gametek*	16%	Very sad attempt at reproducing the tacky gameshow.
SP1	ANOTHER WORLD (UK) *Interplay*	81%	Superb graphics and varied action, but it's a bit short.
	ARCANA (JAP/US) *HAL*	65%	RPG which sounds good in principle, but is dull in practice.
SP13	ARCUS ODYSSEY (US) *Renovation*	57%	Bodged RPG/shoot-'em-up with virtually no gameplay.
SP1	AREA 88 (JAP)/UN SQUADRON (US/UK) *Capcom*	91%	Exciting and brilliantly designed scrolling shooter.
SP15	ART OF FIGHTING (JAP) *Takara*	56%	Dull, unbalanced beat-'em-up with flat backgrounds.
SP5	ASSAULT SUITS VALKEN (JAP) *NCS Masiya*	91%	A brilliant, Japanesey shoot-'em-up with lovely graphics.
SP11	ASTERIX (UK) *Infogrames*	70%	An unoriginal but bright and cheerful platformer.
	ASTRAL BOUT (JAP) *A-Wave*	40%	Decent-looking wrestling game with dodgy gameplay.
SP20	ASTRO GO! GO! (JAP) *Meldac*	51%	A poor attempt to copy *F-Zero*.
	AUGUSTA MASTERS 3D GOLF (JAP) *T&E Soft*	79%	Graphically good golf game which plays okay.
SP2	AXELAY (JAP/US/UK) *Konami*	85%	Uninventive gameplay, but the graphics are gorgeous.
SP1	BART'S NIGHTMARE (JAP/US/UK) *Acclaim*	86%	Challenging, pretty and funny collection of sub-games.
SP7	BATMAN RETURNS (JAP/US/UK) *Konami*	87%	Straightforward, but beautifully realised, movie licence.
	BATTLEBLAZE (JAP/US) *Sammy Corp*	42%	Beat-'em-up which looks and sounds okay, but plays awful.
SP19	BATTLE CARS (US) *Namco*	73%	*Mad Max*-style racing. Disappointing two-player mode.
SP3	BATTLE CLASH (US/UK) *Nintendo*	48%	Super Scope game with a fatal lack of variety.
	BATTLE GRAND PRIX (JAP/US) *Naxat*	56%	Cumbersome driving game with a useless overhead view.
SP16	BATTLETOADS DOUBLE DRAGON (US) *Tradewest*	37%	A simple and incredibly boring scrolling beat-'em-up.
SP11	BATTLETOADS IN BATTLEMANIACS (US) *Tradewest*	80%	A fun beat-'em-up with loads of moves and fab animation.
SP5	BEST OF THE BEST (JAP/US/UK) *Electro Brain*	50%	The kick-boxing action here will soon get tedious.
	BIG RUN (JAP) *Jaleco*	34%	Driving game with dire graphics and virtually no gameplay.
SP8	BIO METAL (JAP) *Athena*	71%	Unoriginal and marred by slow-down, but challenging.
	BIRDIE TRY (JAP) *Toho*	28%	Truly terrible golf game with an appalling Mode 7 course.
	BLAZEON (JAP/US) *Atlus*	42%	Crude and jerky horizontal scroller.
SP7	THE BLUES BROTHERS (JAP/US) *Titus*	68%	Fairly nice platform romp with a spurious film connection.
SP8	BOB (US/UK) *Electronic Arts*	54%	Awkward-to-control and average-looking platformer.
	BOMBUZAL (JAP/US)/KA-BLOOEY (US) *Kemco*	48%	Well-designed puzzler with dull graphics and gameplay.
SP14	BOXING LEGENDS OF THE RING (UK) *Electro Brain*	87%	Fab boxing game with variety and knockout graphics.
SP4	BRASS BOSS (JAP) *Lazersoft*	56%	Decent graphics, but basically just another beat-'em-up.
SP16	BRETT HULL HOCKEY (UK) *Accolade*	78%	A competent, well-constructed and enjoyable game.
SP10	BUBSY (US) *Accolade*	77%	Pretty and playable, if unadventurous, platformer.
SP19	BUGS BUNNY: RABBIT RAMPAGE (US) *Sunsoft*	58%	Just another mediocre platformer.
SP5	BULLS VS BLAZERS (JAP/US) *Electronic Arts*	83%	Good, solid and accurate basketball game.
SP4	CACOMA KNIGHT (JAP/US) *Datam*	36%	Tedious *Qix* copy with attractive graphics, but little else.
SP7	CALIFORNIA GAMES II (JAP/US) *DTMC*	22%	Multi-event sport 'sim'. Stupid games and poor graphics.
SP7	CAL RIPKIN JR BASEBALL (US/UK) *Mindscape*	70%	Atmospheric, but awkward to play, and ultimately boring.
SP1	CAMELTRY (JAP)/ON THE BALL (US) *Taito*	52%	Ball-in-maze-type puzzler which is too easy.

SUPER PLAY'S GAME LIBRARY

WIN! WIN! WIN! WIN! WIN! WIN!

Another month, and another 'What Screenshot?' competition. As before, just study the numbered pics on all seven What Cart? pages and then write down which games they come from (in order). Piece of cake! Then send your answers to: What Screenshot? Compo 3, *Super Play*, 30 Monmouth St, Bath BA1 2BW. Remember, the winner gets a *Super Play* goody bag. Closing date is 16 September 1994.

	NAME, PUBLISHER	%	BRIEF DESCRIPTION
SP13	CAPTAIN AMERICA (UK) *Mindscape*	30%	Beat-'em-up with duff graphics and crap collision detection.
	CAPTAIN TSUBASU 3 (JAP) *Tecmo*	?%	Football management, Jap style. Impossible to judge.
SP5	CAVEMAN NINJA 2 (JAP) *Data East*	58%	*Joe And Mac* sequel. Fiddly gameplay and titchy sprites.
	CB WARS (JAP) *Banpresto*	?%	Anime-style scrolling beat-'em-up. Impossible to judge.
SP13	CHAMPIONSHIP POOL (UK) *Mindscape*	78%	If you must play pool on the SNES, then go for this game.
SP19	CHAMPIONS WORLD CLASS SOCCER (UK) *Acclaim*	66%	Ryan Giggs likes it, but we're not so keen.
SP7	CHESSMASTER (US/UK) *Mindscape*	55%	It plays chess all right, but the interface is badly designed.
SP6	CHESTER CHEETAH (JAP/US) *Kaneko*	58%	Bright, colourful platform game which lacks challenge.
SP18	CHOPLIFTER 3 (UK) *Ocean*	80%	A nostalgic helicoptery shoot-'em-up.
SP4	CHUCK ROCK (US/UK) *Sony Imagesoft*	61%	Imaginatively-designed platform game, but it's dull.
SP14	CLAY FIGHTER (UK) *Interplay*	85%	Lovely graphics which the gameplay can't quite match.
SP12	CLAYMATES (US/UK) *Interplay*	79%	Innovative and fun beat-'em-up, but it's too easy to finish.
SP16	CLIFFHANGER (UK) *Sony Imagesoft*	22%	A fourth-rate and wholly derivative game.
SP7	CLUE (US) *Parker Brothers*	46%	Unnecessary conversion of the *Cluedo* board game.
	COMBAT BASKETBALL (JAP/US) *Hudson Soft*	26%	Plodding Amiga-derived *Speedball* clone.
SP5	COMBATRIBES (JAP/US) *Technos*	57%	Dull platform blaster. No imaginative levels or weapons.
	CONTRA 3 (US)/CONTRA SPIRITS (JAP) *Konami*	90%	Superb platform blaster with excellent two-player action.
SP14	COOL SPOT (US) *Virgin*	82%	Looks snazzy, but the platforming fun is short-lived.
SP8	COOL WORLD (US/UK) *Ocean*	52%	Gorgeous film-based graphics, but where's the gameplay?
SP3	COSMO GANG (JAP) *Namco*	70%	Fun two-player shoot-'em-up, but infinite continues spoil it.
SP7	COSMO GANG: THE PUZZLE (JAP) *Namcot*	58%	Colourful *Tetris*-inspired puzzler that soon gets dull.
SP5	CYBERNATOR (US) *NCS Masiya*	91%	See *Assault Suits Valken*.
SP15	DAFFY DUCK (UK) *Sunsoft*	65%	Nice-looking and quite fun to play, but it's too derivative.
SP14	DARIUS FORCE (JAP) *Taito*	70%	Loads of baddies, but a curious lack of weapons.
	DARIUS TWIN (JAP/US) *Taito*	74%	Nice-looking shooter, but it lacks challenge and levels.
SP8	DEAD DANCE (JAP) *Jaleco*	78%	Beat-'em-up with lots of moves and well-balanced fighters.
SP4	DESERT STRIKE (JAP/US/UK) *Electronic Arts*	90%	Addictive overhead-view strategic shoot-'em-up.
SP8	DEVIL'S COURSE (JAP) *T&E Soft*	80%	The craziest golf game you're ever likely to see. Quite fun.
	D FORCE (JAP/US) *Asmik*	22%	Possibly the worst blaster on the SNES. Disgraceful.
SP1	DINOSAURS (JAP/US) *Irem*	83%	Too-easy platformer with fab graphics and lots of humour.
	DIRTY CHALLENGER (JAP) *Yutaka*	34%	Yet another dire wrestling game with unimpressive moves.
SP10	DORAEMON: WORLD OF FAIRIES (JAP) *Epoch*	56%	Cute-looking RPG with little gameplay under the surface.
SP15	DR FRANKEN (UK) *Elite*	58%	Unengaging, unoriginal platformer with sluggish gameplay.
SP10	DRACULA KID (JAP) *Naxat*	82%	An imaginative and very cute platform game.
SP21	DRAGON (UK) *Virgin*	88%	A different sort of fighting game. And tough enough to last.
	DRAGON BALL Z (JAP) *Bandai*	?%	RPG with some combat scenes. Impossible to judge.
SP8	DRAGON BALL Z (JAP) *Bandai*	73%	Original beat-'em-up with lots of moves and fab graphics.
SP17	DRAGON BALL Z 2 (JAP) *Bandai*	75%	All the appeal of the first game, but it doesn't last long.
	DRAGON QUEST V (JAP) *Enix*	?%	Sprawling RPG with primitive graphics.
SP1	DRAGON'S LAIR (US/UK) *Elite*	82%	Dreamy looks and great gameplay, but can be frustrating.
SP4	DRAKKHEN (JAP/US/UK) *Kemco*	64%	Boring RPG with okay graphics, but awful combat system.
	DREAM PROBE (US) *Riot*	33%	Bland platform beat-'em-up with lots of Japanese text.
SP12	DUNGEON MASTER (US) *JVC*	88%	Inventive, packed with detail and great fun to play.
	EARTHLIGHT (JAP) *Hudson Soft*	?%	Space strategy game with Jap text. Impossible to judge.
	ELFARIA (JAP) *Hudson Soft*	?%	Great sprites, but lots of Jap text. Impossible to judge.
SP7	EVIL SWORD (JAP) *Datam Polystar*	55%	Colourful, bizarre and not very exciting slice-'em-up.
SP13	EVO: SEARCH FOR EDEN (US) *Enix*	47%	Evolution sim with graphics that could try harder.
SP2	EXHAUST HEAT (UK) *Ocean*	69%	A reasonably sound driving game.
SP18	EXHAUST HEAT II (JAP) *Seta*	83%	Fast, fun racing game with nice parallax, but some judder.
	EXTRA INNINGS (US) *Sony Imagesoft*	64%	Baseball game with cute characters and slick action.
SP21	EYE OF THE BEHOLDER (US) *Capcom*	52%	Dated and very dull RPG.
	F-1 EXHAUST HEAT (JAP/US/UK) *Ocean/Seta*	69%	3D racer with small cars and little warning of corners.
SP15	F1 POLE POSITION (UK) *Ubi Soft*	83%	Weird controls and average graphics, but great driving.
SP8	F1 GRAND PRIX PART II (JAP) *Video System*	52%	Viewed-from-above racer which is fun if you persevere.
SP3	FACEBALL 2000 (JAP/US) *Bullet-Proof Software*	54%	Slow, jerky and confusing 3D maze shoot-'em-up.
SP9	FAMILY DOG (US/UK) *THQ*	39%	Dull and frustrating platformer with unwieldy controls.
SP9	THE FANG OF EDO (JAP) *Micro World*	49%	This scrolling slash-'em-up looks okay, but is boring.
SP4	FATAL FURY (JAP/US) *Takara*	76%	*SFII* copy which looks good and plays fine.
SP19	FATAL FURY 2 (JAP) *Takara*	79%	A fun beat-'em-up, but it's not nearly as good as *SFII*.
SP20	FIFA INTERNATIONAL SOCCER (UK) *Ocean*	89%	A fantastic conversion from the Mega Drive.
	FINAL FANTASY II (US) *Squaresoft*	86%	Graphically basic, but lovely music and an involved quest.

	NAME, PUBLISHER	%	BRIEF DESCRIPTION
	FINAL FANTASY IV (JAP) *Squaresoft*	86%	See *Final Fantasy II*.
	FINAL FANTASY V (JAP) *Squaresoft*	?%	Popular RPG with Japanese text. Impossible to judge.
SP3	FINAL FANTASY: MYSTIC QUEST (US) *Squaresoft*	79%	Role-playing for beginners. Fun, involving and cheap.
SP1	FINAL FIGHT (JAP/US/UK) *Capcom*	86%	Brill graphics and lots of variety, but no two-player mode.
SP10	FINAL FIGHT 2 (JAP) *Capcom*	75%	As before, with a two-player mode, but no challenge.
	FINAL FIGHT GUY (JAP) *Capcom*	83%	Pointless *Final Fight* sequel with a new main character.
SP19	FINAL STRETCH (JAP) *LOZC*	73%	Brilliant 3D scrolling, but disappointing racing.
	FIRE DODGEBALL (JAP) *Sunsoft*	45%	Based on an imaginary sport, this is very basic.
SP11	FIRST SAMURAI (UK) *Kemco*	80%	Platform beat-'em-up with loads of playability.
SP15	FLASHBACK (UK) *Sony Imagesoft*	91%	A bit linear, but it's involving and the graphics are great.
SP20	THE FLINTSTONES (US) *Taito*	54%	Nice graphics, shame about the game.
SP6	FLYING HERO: BUGLE'S BIG ADV (JAP) *Sofel*	68%	Likeable blaster, but doesn't really stand out.
SP9	FORTRESS OF FURY (JAP) *Jaleco*	68%	Nice graphics, but slow and unimaginative gameplay.
SP1	F-ZERO (JAP/US/UK) *Nintendo*	86%	Fast and smooth racing game with bland scenery.
SP2	GEORGE FOREMAN'S BOXING (US/UK) *Acclaim*	18%	Tedious, limited and almost static boxing game.
SP9	THE GHOST OF KITARO (JAP) *Bandai*	61%	Pretty, but odd scrolling, shoot-/beat-'em-up.
	GOAL (US) *Jaleco*	69%	Lots of detail, but the scrolling is too jerky.
SP6	GODS (US/UK) *Mindscape*	74%	Long-lasting platform shooter with added puzzles.
SP1	GOLDEN FIGHTER (JAP) *Culture Brain*	42%	Rubbish-looking, -playing and -sounding *SFII* rip-off.
SP13	GOOF TROOP (US) *Capcom*	69%	Puzzler starring Goofy which is fun for a while, but too easy.
SP10	GP-1 (US) *Atlus*	62%	Motorbike racing game which is nothing like the real thing.
	GPX CYBER FORMULA (JAP/US) *Takara*	70%	Average, but enjoyable, top-view racer with an anime bias.
	GRADIUS III (JAP/US) *Konami*	82%	The fab sound and lush graphics are marred by slow-down.
	GUNDAM F-91 (JAP) *Bandai*	?%	Strategy-based blaster. Impossible to judge.
SP4	GUNFORCE (JAP/US) *Irem*	59%	Platform blaster which is mediocre in all departments.
SP6	HARLEY'S HUMUNGOUS ADVENTURE (US/UK) *EA*	69%	Fairly imaginative platformer with sub-standard graphics.
	HAT TRICK HERO (JAP/US) *Taito*	66%	Fast football sim which is only any fun in two-player mode.
SP9	HIT THE ICE (US) *Taito*	58%	Ice hockey game with added brawling. A bit shallow.
	HOLE-IN-ONE GOLF (JAP/US) *HAL*	68%	User-friendly and nice-looking, if not very realistic.
SP3	HOME ALONE (JAP/US/UK) *THQ*	36%	Movie cash-in with banal gameplay and hopeless graphics.
SP3	HOME ALONE 2 (US/UK) *THQ*	32%	Much the same as above, but, er, worse.
SP1	HOOK (US/JAP) *Sony Imagesoft*	72%	Gorgeous-looking licence which is too slow and too easy.
SP7	HUNT FOR RED OCTOBER (US) *Hi Tech Expressions*	25%	Extremely repetitive, waterlogged shooter.
SP4	HUMAN GRAND PRIX (JAP) *Human*	82%	Fast and realistic racer, although the control system's odd.
SP18	HUMANS (UK) *Gametek*	70%	*Lemmings*-like puzzle game which gets boring fast.
	HYPERZONE (JAP/US) *HAL*	30%	Tedious 3D space shoot-'em-up with a bit of Mode 7.
SP6	IMPERIUM (JAP/US) *Vic Tokai*	40%	Sad, old-fashioned shoot-'em-up featuring robot suits.
SP13	THE INCREDIBLE CRASH DUMMIES (UK) *Acclaim*	41%	Unimpressive presentation and repetitive gameplay.
SP18	INSPECTOR GADGET (US) *Nintendo*	71%	Just another platform game.
SP10	INTERNATIONAL TENNIS TOUR (JAP) *Micro World*	69%	Plays a decent game of tennis, but other games are better.
SP3	THE IREM SKINS GAME (JAP/US/UK) *Irem*	83%	Golf game which looks nice but isn't particularly accurate.
	JACK NICKLAUS GOLF (US) *Tradewest*	62%	Ruined by slow scenery redraw and unfriendly controls.
SP5	JAKI CRUSH SUPER PINBALL (JAP) *Naxat*	74%	Pinball with a slow ball and a badly-designed table.
SP3	JAMES BOND JR (US/UK) *THQ*	29%	Platform blaster with poor graphics and crap gameplay.
SP11	JAMES POND'S CRAZY SPORTS (UK) *Storm*	53%	Good-looking collection of tedious 'sports'.
SP12	JAPANESE PRO WRESTLING (JAP) *Human*	78%	Four-player sim with a fair degree of realism.
SP7	JEOPARDY (US) *Gametek*	15%	Just as appalling as the original gameshow.
	JERRY BOY (JAP/US) *Sony Imagesoft*	54%	Well-designed main sprite but run-of-the-mill gameplay.
SP5	JIMMY CONNORS' TENNIS (US/UK) *Ubi Soft*	88%	Tennis with added four-player antics. Great fun.
SP1	JOE AND MAC (JAP/US/UK) *Data East/Elite*	72%	Colourful graphics, but repetitive music and gameplay.
SP21	JOE AND MAC 2 (US) *Data East*	80%	A great little game which is playable and very funny.
	JOHN MADDEN FOOTBALL (JAP/US) *Electronic Arts*	79%	Fast enough, but the graphics are flat and jerky.
SP4	JOHN MADDEN FOOTBALL '93 (JAP/US/UK) *EA*	83%	Cosmetic improvements make this a much better game.
SP21	THE JUNGLE BOOK (UK) *Virgin*	82%	Virgin have done Mowgli and his chums proud.
SP13	JURASSIC PARK (UK) *Ocean*	89%	Huge film-based explore-'em-up with lots to do.
SP11	KAWASAKI CARIBBEAN CHALLENGE (US) *Gametek*	20%	Crap motorbike-racing game with abysmal graphics.
SP12	KEVIN KEEGAN'S PLAYER MANAGER (UK) *Anco*	59%	Find out how dull football management really is.
SP3	KICK OFF (JAP/UK) *Anco/Imagineer*	52%	Very flawed, but reasonably playable with two people.
SP20	KICK OFF 3 (UK) *Imagineer*	91%	Plays a quick, smooth and brilliantly competitive game.
SP5	KIKIKAIKAI (JAP)/POCKY & ROCKY (US) *Natsume*	88%	Weird, but enjoyable, shoot-'em-up with superb graphics.
SP6	KING ARTHUR'S WORLD (US/UK) *Jaleco*	83%	Enjoyable mouse-based platformer with a medieval slant.
SP20	KING OF DRAGONS (JAP) *Capcom*	53%	A sad pastiche of a beat-'em-up. Boring.
SP5	THE KING OF RALLY (JAP) *Meldac*	39%	Dull-looking 3D race-'em-up with a lack of opponents.
	KING OF THE MONSTERS (JAP/US) *Takara*	79%	Giant-sized beat-'em-up which is too dull to be fun.
SP17	KING OF THE MONSTERS 2 (JAP) *Takara*	74%	A silly combat game with only short-term entertainment.
	KITARO'S GHOST (JAP) *Bandai*	58%	Cute graphics, but the platform action is too hard.
SP21	KNIGHTS OF THE ROUND (US) *Capcom*	51%	Smashing looks backed up with crap gameplay.
	KOSHIYEN 2 (JAP) *KAC*	60%	Bog-standard baseball game with nice, Japanesey looks.
SP1	KRUSTY'S SUPER FUN HOUSE (US/UK) *Acclaim*	79%	Unusual blend of puzzling and platforms.
	KUNIO KEN (JAP) *Technos*	?%	Mix of beat-'em-up and adventure. Impossible to judge.
SP12	LAGOON (JAP/US/UK) *Kemco*	56%	Frustrating and rather dull role-player.

	NAME, PUBLISHER	%	BRIEF DESCRIPTION
SP16	LAST ACTION HERO (UK) *Sony Imagesoft*	21%	A very poor scrolling beat-'em-up.
	LAST FIGHTER TWIN (JAP) *Banpresto*	59%	Side-on beat-'em-up. Nice looks, but limited gameplay.
SP13	LAMBORGHINI AMERICAN CHALLENGE (UK) *Titus*	73%	Neat racer with dull graphics and an odd difficulty curve.
SP15	THE LAWNMOWER MAN (UK) *Storm*	77%	Nice 3D sections mixed with some dull platform ones.
	LEGEND OF SUCCESS JOE (JAP) *KAC*	49%	Boxing with basic graphics and not enough moves.
SP15	LEGEND OF MYSTICAL NINJA (JAP/US/UK) *Konami*	90%	RPG/platformer with fab graphics and a real challenge.
SP17	LEGEND OF MYSTICAL NINJA 2 (JAP) *Konami*	90%	A compelling and very entertaining sequel.
SP2	LEMMINGS (JAP/US/UK) *Sunsoft*	86%	One of the most ingenious and addictive games ever.
SP18	LESTER THE UNLIKELY (US) *Nintendo*	52%	A very mediocre platform game.
SP17	LETHAL ENFORCERS (UK) *Konami*	69%	An expensive, but very playable, shoot-'em-up.
SP6	LETHAL WEAPON (US/UK) *Ocean*	57%	Unadventurous platform shoot-'em-up.
SP8	THE LOST VIKINGS (US/UK) *Interplay*	84%	Well-designed mixture of strategy and platforms.
SP18	LUFIA & THE FORTRESS OF DOOM (US) *Taito*	79%	A decent enough RPG, but it's nothing special.
SP15	MACROSS (JAP) *Zamuse*	87%	Anime blaster with lovely looks and lots of variety.
SP16	MADDEN NFL '94 (JAP) *Electronic Arts*	85%	An American football game that's worth buying.
SP21	MAGIC BOY (UK) *JVC*	75%	An entertaining platformer – once you get to know it.
	MAGICAL GUY ADVENTURE (JAP) *Bandai*	62%	Fun platformer with cute sprites and backdrops.
SP7	MAGIC SWORD (JAP/US/UK) *Capcom*	58%	Dreadful slash-'em-up with appalling animation.
SP3	MAJOR TITLE (JAP/US/UK) *Irem*	83%	See *The Irem Skins Game*.
SP13	MARIO & WARIO (JAP) *Nintendo*	70%	This mouse-driven puzzler is absorbing but too easy.
SP11	MARIO IS MISSING (UK) *Mindscape*	70%	'Edutainment' game aimed at younger players.
SP6	MARIO PAINT (JAP/US/UK) *Nintendo*	55%	Limited, crude art package – with no print option!
SP17	MARIO'S TIME MACHINE (UK) *Mindscape*	60%	An edutainment title, but it's repetitive and tedious.
SP14	MECAROBOT GOLF (US) *Toho*	37%	Idiosyncratic and dull golf game featuring robots.
SP9	MECH WARRIOR (JAP/US) *Activision*	63%	Armour-plated platform blaster lacking imagination.
SP19	MEGA-LO-MANIA (UK) *Imagineer*	81%	An exciting and engrossing wargame.
SP20	MEGA MAN SOCCER (US) *Nintendo*	62%	A slow, tedious and rather pointless game.
SP17	MEGA MAN X (JAP) *Capcom*	88%	An innovative platformer with some smart graphics.
	METAL JACKET (JAP) *Atlus*	20%	Stilted animation and inept gameplay. Rubbish.
SP18	METAL MARINES (UK) *Mindscape*	80%	A good old smash-the-enemy-to-bits strategy game.
SP3	MICKEY'S MAGICAL QUEST(JAP/US/UK) *Capcom*	89%	Polished platformer with fab looks, but no challenge.
SP20	MICKEY'S ULTIMATE CHALLENGE (US) *Hi-Tech*	54%	Pretty graphics, but the gameplay stinks.
SP13	MIGHT & MAGIC II (UK) *Elite*	43%	Tedious RPG with little depth or gameplay.
SP7	MONOPOLY (JAP/US) *Parker Brothers*	40%	Why bother when the board game's cheaper?
SP11	MORTAL KOMBAT (UK) *Acclaim*	81%	No gore and fewer moves, but still a great game.
SP13	MR NUTZ (UK) *Ocean*	86%	Cute 'n' colourful graphics and slick programming.
	MUSYA (JAP/US) *Datam*	24%	Don't be fooled by the nice backdrops – this is crap.
SP9	NAMCOT OPEN (JAP) *Namco*	80%	Nice golf sim with fast and efficient graphics.
	NBA ALL-STAR CHALLENGE (JAP/US) *LJN*	59%	Nicely presented and realistic basketball sim.
SP17	NBA JAM (US) *Acclaim*	87%	Multitap-compatible and brilliant fun with it.
SP16	NBA SHOWDOWN (US) *Electronic Arts*	89%	Plays a fast and satisfyingly violent game of basketball.
SP14	NFL FOOTBALL (US) *Konami*	76%	Lots of special effects, but a limited amount of control.
SP4	NHLPA HOCKEY (US/UK) *Electronic Arts*	87%	Nice ice hockey sim, although the graphics are jerky.
SP18	NHL STANLEY CUP (US) *Nintendo*	79%	The most exiting conversion of ice hockey available.
SP8	NIGEL MANSELL F1 CHALLENGE (JAP) *Infocom*	85%	Good, fast, high-quality racing action.
SP20	NINJA WARRIORS (US) *Taito*	84%	A smart walk-along fighting game. Worth checking out.
	NOLAN RYAN'S BASEBALL (JAP/US) *Romstar*	73%	A slick sim with slightly tricky controls.
	NORTH STAR KEN V (JAP) *Toei*	?%	Crap-looking RPG. Impossible to judge.
SP4	NORTH STAR KEN 6 (JAP) *Toei*	42%	*SFII* clone with huge sprites, but little action.
SP21	100% COTTON (JAP) *Datam Polystar*	79%	Great shooter with superb style, but easy to finish.
SP9	OPERATION LOGIC BOMB (US) *Jaleco*	68%	See *Fortress Of Fury*.
	OTHELLO WORLD (JAP) *Tsukuda*	52%	Plays a faithful game of *Othello*, but why bother?
SP8	OUTLANDER (US/UK) *Mindscape*	28%	Useless blaster with a bit of driving thrown in.
SP12	OUT TO LUNCH (UK) *Mindscape*	84%	Big, cute, cleverly animated and challenging.
SP21	PAC-ATTACK (UK) *Nintendo*	69%	Get *Super Puyo Puyo* instead.
SP16	PALADIN'S QUEST (US) *Enix*	62%	Not a bad little RPG, but buy *Secret Of Mana* instead.
SP2	PAPER BOY 2 (US/UK) *Mindscape*	22%	Deliver newspapers and avoid the obstacles!
SP7	PEBBLE BEACH GOLF LINKS (JAP/US/UK) *T&E*	82%	Fun and extremely accurate sim for up to three players.
SP5	PGA TOUR GOLF (JAP/US/UK) *Electronic Arts*	60%	Slick presentation, but below-par playability.
SP1	PHALANX (JAP/US) *Kemco*	70%	Unremarkable scrolling shooter with nice graphics.
SP1	PILOT WINGS (JAP/US/UK) *Nintendo*	92%	Looks good and is a test of hand-eye co-ordination.
SP17	PINK GOES TO HOLLYWOOD (US) *Tecmagik*	76%	An enjoyable, but flawed, platformer.
SP18	PINBALL DREAMS (UK) *Gametek*	75%	A not-very-impressive pinball conversion.
SP2	PIPEDREAM (JAP) *Bullet-Proof Software*	66%	Well turned-out puzzle which gets boring fast.
SP4	PITFIGHTER (US/UK) *THQ*	14%	Laughably bad beat-'em-up 'action'.
SP14	PLOK! (US) *Tradewest*	90%	Cute platformer which is fun enough to stand out.
SP8	POP'N TWINBEE (JAP/US/UK) *Konami*	84%	Ultra-cute blaster with rather weak gameplay.
SP2	POPULOUS (JAP/US/UK) *Imagineer*	85%	Great god-game which may get boring after a while.
SP4	POWER ATHLETE (JAP)/POWER MOVES (US) *Kaneco*	49%	This beat-'em-up contains nothing special.
SP9	POWERMONGER (UK) *Imagineer*	77%	You'll need a lot of patience for this adventure.
SP13	PRIME GOAL (JAP) *Namco*	75%	A great game of soccer, spoilt by its lack of speed.

	NAME, PUBLISHER	%	BRIEF DESCRIPTION
SP5	**PRINCE OF PERSIA (JAP/US/UK)** *Konami*	89%	Tough, pretty and wonderful to play. A classic.
SP6	**PRO BASEBALL LEAGUE '93 (JAP)** *Sony*	77%	Cute characters, slick animation and some neat extras.
SP7	**PRO QUARTERBACK (US)** *Tradewest Sports*	62%	Nice Mode 7 graphics, but very little else.
	PRO SOCCER (JAP) *Imagineer*	27%	Crude graphics and Graham Taylor-esque gameplay.
SP7	**PSYCHO DREAM (JAP)** *Riot*	33%	See *Dream Probe*.
SP3	**PUSHOVER (US/UK)** *Ocean*	78%	Basic domino-toppling puzzler. Short-term fun only.
SP3	**Q*BERT 3 (JAP/US)** *NTVIC*	67%	Nostalgia value alone isn't enough to make this fun.
SP3	**RACE DRIVIN' (US/UK)** *THQ*	35%	Badly programmed racer with nasty 3D graphics.
SP21	**RACCOON RASCAL (JAP)** *NCS Masiya*	79%	A distinctive and enjoyable puzzle game.
	RAIDEN DENSETSU (JAP)/RAIDEN TRAD (US) *Toei*	54%	This shooter is too slow to provide any excitement.
SP18	**RAINBOW BELL ADVENTURES (UK)** *Konami*	70%	Cute, enjoyable and addictive platform game.
SP2	**RAMPART (US)** *Electronic Arts*	79%	Primitive-looking, but fun, puzzler. Great with two.
	RANMA 1/2 (JAP) *NCS Masiya*	75%	Neat anime beat-'em-up with mismatched characters.
SP6	**RANMA 1/2 PART TWO (JAP)** *NCS Masiya*	73%	Good-looking characters, but it's far too easy.
SP21	**RANMA 1/2: HARD BATTLE (JAP)** *Rumic Soft*	79%	The best *Ranma 1/2* game to date.
SP14	**REDLINE F1 RACER (US)** *Absolute*	49%	Okay graphics, but almost impossible to play.
SP12	**THE REN & STIMPY SHOW: 'VEEDIOTS' (UK)** *THQ*	47%	Nice graphics, but dull gameplay and odd gags.
SP2	**RIVAL TURF (JAP/US/UK)** *Jaleco*	58%	Simultaneous two-player action, but repetitive baddies.
SP4	**ROAD RIOT 4WD (US/UK)** *THQ*	20%	This split-screen racer is primitive in every respect.
SP4	**ROAD RUNNER (JAP/US/UK)** *Sunsoft*	42%	Faithful to the cartoon, but the gameplay is simplistic.
SP2	**ROBOCOP 3 (US/UK)** *Ocean*	50%	Far too difficult and often ridiculously unfair.
SP14	**ROBOCOP VS TERMINATOR (UK)** *Virgin*	27%	Apart from the graphics, this is shabby beyond belief.
	THE ROCKETEER (JAP/US) *IGS*	33%	Lovely graphics, but there's little audience participation.
SP12	**ROCK 'N' ROLL RACING (UK)** *Interplay*	88%	Very challenging and lots of fun to play.
SP12	**ROCKY RODENT (JAP)** *Irem*	50%	Dull game with no variety in graphics or gameplay.
	ROGER CLEMENS' MVP BASEBALL (US) *Acclaim*	73%	Great animation, but a few problems with the controls.
	ROMANCE OF THE 3 KINGDOMS II (JAP/US) *Koei*	55%	Complex, but not very interesting, strategy game.
SP20	**ROMANCE OF THE 3 KINGDOMS III (US)** *Koei*	67%	For dedicated strategy wargamers only.
	RPM RACING (JAP/US) *Interplay*	58%	Fun racer, although the scrolling's a bit rough.
SP16	**R-TYPE III (JAP)** *Irem*	83%	A polished shoot-'em-up with frantic action.
SP10	**RUN SABER (US)** *Atlus*	59%	Pretty backdrops but not much in the way of gameplay.
SP5	**RUSHING BEAT RUN (JAP)** *Jaleco*	60%	Beat-'em-up which is nice to look at, but boring to play.
SP19	**RUSHING BEAT 3 (JAP)** *Jaleco*	66%	Another boring side-scrolling beat-'em-up.
	SD DODGEBALL (JAP) *Banpresto*	42%	The worst of the series of dodgeball games.
	SD GREAT BATTLE (JAP) *Banpresto*	38%	Crusty arcade adventure with tedious gameplay.
SP9	**SD GREAT BATTLE III (JAP)** *Banpresto*	63%	Cute characters and nice graphics, but lacks depth.
	SD GUNDAM (JAP) *Bandai*	?%	RPG with crap graphics and sound. Impossible to judge.
SP15	**SECRET OF MANA (US)** *Squaresoft*	94%	Enormous four-player RPG which looks stunning.
SP15	**SENSIBLE SOCCER (UK)** *Sony Imagesoft*	91%	Utterly realistic sim with great playability. The best.
SP10	**SEPTENTRION (JAP)** *Human*	90%	Atmospheric and playable disaster movie-type game.
SP14	**THE 7TH SAGA (US)** *Enix*	69%	A run-of-the-mill RPG with little to recommend it.
SP10	**SHADOWRUN (UK)** *Data East*	85%	Scrupulously designed adventure, packed with puzzles.
SP9	**SHANGHAI 2 (JAP/US)** *Activision*	58%	Very basic puzzler that can become addictive.
SP19	**SIDE POCKET (UK)** *Maruboni*	86%	Plays a great game of pool. Recommended.
	SIM ANT (JAP) *Imagineer*	?%	Like *Sim City*, but with ants. Impossible to judge.
SP1	**SIM CITY (JAP/US/UK)** *Maxis/Nintendo*	84%	Build the city of your dreams in this absorbing classic.
SP9	**SIM EARTH (JAP/US)** *Imagineer*	34%	This has too much to do and eventually gets tedious.
SP4	**SKÜLJAGGER (US)** *American Softworks*	58%	Lacklustre pirate adventure that's too easy.
SP14	**SKY BLAZER (UK)** *Sony*	78%	A pretty platformer, but too lightweight.
SP18	**SOCCER KID (UK)** *Ocean*	84%	An addictive platform game with a footballing twist.
SP18	**SOLDIERS OF FORTUNE (US)** *Spectrum HoloByte*	89%	A brilliant and challenging shoot-'em-up.
SP8	**SOLSTICE II: EQUINOX (US/UK)** *Sony Imagesoft*	90%	Polished adventure with brill graphics and sound.
SP2	**SONIC BLAST MAN (JAP/US)** *Taito*	69%	Scrolling beat-'em-up with limited longevity.
SP21	**SOS (US)** *Vic Tokai*	83%	Plenty of challenge and a genuinely new game style.
SP2	**SOUL BLAZER (JAP/US)** *Enix*	89%	Slick and graphically gorgeous *Zelda*-type adventure.
SP17	**SPACE ACE (UK)** *Empire*	58%	Awful sprites, awful gameplay, awful game.
	SPACE FOOTBALL (JAP/US) *Triffix*	52%	Short-term thrills only in this strange footy sim.
SP21	**SPACE INVADERS (JAP)** *Taito*	40%	A pointless conversion of the old classic.
	SPACE MEGAFORCE (US) *Toho/Compile*	87%	Technically wonderful and great-playing shoot-'em-up.
	SPANKY'S QUEST (JAP/US) *Natsume*	58%	Bizarre affair involving killing baddies with bubbles.
SP21	**SPECTRE (UK)** *GameTek*	90%	A simple and stunning tank combat game. Buy it.
SP3	**SPIDERMAN & THE X-MEN (US/UK)** *Acclaim*	72%	Unattractive-looking platformer that won't last.
SP2	**SPINDIZZY WORLDS (JAP/US/UK)** *ASCII*	69%	Clever little arcade puzzler, but it's looking dated now.
SP19	**SPORTS ILLUSTRATED CHAMPIONSHIP (US)** *Malibu*	70%	Football and baseball on one cart. Limited.
SP7	**STARFOX (JAP/US)/STARWING (UK)** *Nintendo*	93%	Absolutely brilliant 3D shoot-'em-up. Get it!
SP21	**STAR TREK: THE NEXT GENERATION (US)** *Spectrum HoloByte*	39%	A compilation of very poor sub-games. Disappointing.
SP1	**STREET FIGHTER II (JAP/US/UK)** *Capcom*	94%	Your SNES is wasted if you haven't got this!
SP11	**STREET FIGHTER II TURBO (JAP/US/UK)** *Capcom*	96%	A faster, better-looking version of the original.
SP3	**STRIKE GUNNER (JAP/US/UK)** *Activision*	65%	Average vertical blaster with boring backgrounds.
SP10	**STRIKER (UK)** *Elite*	89%	Easy-to-play footy sim that's also easy on the eyes.
SP9	**SUMO SPIRITS (JAP)** *Takara*	47%	Fairly realistic, but who cares? It's sumo.

	NAME, PUBLISHER	%	BRIEF DESCRIPTION
SP12	SUNSET RIDERS (UK) *Konami*	87%	Enjoyable two-player blast, but can get repetitive.
SP2	SUPER ADV ISLAND (JAP/US/UK) *Hudson Soft*	75%	Nice backgrounds but simplistic platform gameplay.
SP12	SUPER AIR DIVER (UK) *Sunsoft*	51%	Looks good, but the gameplay's too insubstantial.
SP3	SUPER ALESTE (JAP/US/UK) *Toho/Compile*	87%	See *Space Megaforce*.
SP12	SUPER BACK TO THE FUTURE 2 (JAP) *Toshiba/EMI*	61%	Good graphics and sound, but awful controls.
	SUPER BASEBALL SIM 1000 (JAP/US) *Culture Brain*	49%	Good pitching and batting, but poor graphics.
	SUPER BASES LOADED (JAP/US) *Jaleco*	55%	Jerky graphics and limited gameplay.
	SUPER BASES LOADED II (JAP/US) *Jaleco*	63%	The same as above, but with, er, a II afterwards.
SP4	SUPER BASKETBALL (JAP/US/UK) *Nintendo/HAL*	84%	Accomplished and very playable game of basketball.
SP6	SUPER BATTER UP (US) *Namco*	53%	Uncontrollable baseball game with garish graphics.
	SUPER BATTLETANK (JAP/US/UK) *Absolute*	50%	Some good explosions, but generally boring.
SP19	SUPER BATTLETANK 2 (US) *Absolute*	43%	Don't bother.
SP7	SUPER BIKURI MAN (JAP) *Interbec*	18%	Ridiculously bad beat-'em-up which is far too easy.
	SUPER BIRDIE RUSH (JAP) *Data East*	76%	Cartoony golf game which could be more playable.
SP10	SUPER BLACK BASS (JAP) *Hot B*	42%	Fancy going fishing on your SNES? You're very sad.
SP9	SUPER BOMBERMAN (JAP/UK) *Hudson Soft*	92%	Brilliantly manic four-player maze game.
SP21	SUPER BOMBERMAN 2 (JAP) *Hudson Soft*	91%	Nearly as brilliant as the first game (see above).
SP1	SUPER BOWLING (JAP/US) *Athena*	48%	Bowling's too boring to make a decent SNES game.
SP1	SUPER CASTLEVANIA IV (JAP/US/UK) *Konami*	91%	Huge, atmospheric platformer with great sound.
SP19	SUPER CHASE HQ (JAP) *Taito*	55%	A badly-made 'action' driving game.
	SUPER CHINESE WORLD (JAP) *Culture Brain*	?%	Basic RPG. Impossible to judge.
SP9	SUPER CONFLICT (US) *Vic Tokai*	49%	Boring and outdated hex-based wargame.
	SUPER CUP SOCCER (JAP) *Jaleco*	69%	See *Goal*.
SP19	SUPER CUP SOCCER 2 (JAP) *Jaleco*	60%	A Japanese footy sim that offers nothing new.
SP3	SUPER DOUBLE DRAGON (JAP/US) *Technos*	68%	Large variety of moves, but it's crap and too easy.
	SUPER DUNKSHOT (JAP/US) *HAL*	84%	Slightly confusing sim with fabulous 3D graphics.
SP9	SUPER DUNKSTAR (JAP) *Sammy*	55%	Basketball sim which plays okay, but looks primitive.
SP15	SUPER EMPIRE STRIKES BACK (JAP/UK) *LucasArts*	71%	Unoriginal sequel with lots of slow-down.
	SUPER EDF (JAP/US) *Jaleco*	68%	Pretty shoot-'em-up with some boring gameplay.
SP1	SUPER F1 CIRCUS (JAP) *Nichibutsu*	74%	Ordinary-looking racer which is fast and feels good.
	SUPER F1 CIRCUS (JAP) *Nichibutsu*	74%	Limited-edition version with real Grand Prix names.
SP13	SUPER F1 CIRCUS 2 (JAP) *Nichibutsu*	34%	The lack of other cars on the track makes this dull.
	SUPER F1 GRAND PRIX (JAP) *Video System*	44%	Unexciting racer with no two-player mode.
SP8	SUPER F1 HERO (JAP) *Varie*	49%	Racer with appalling graphics and no sense of speed.
SP11	SUPER FAMILY TENNIS (JAP) *Namcot*	83%	Polished four-player sim with limited controls.
	SUPER FIRE PRO WRESTLING (JAP) *Human*	56%	Dull-looking and too tough, but okay with two players.
SP7	SUPER FIRE PRO WRESTLING 2 (JAP) *Human*	72%	Crap on your own, great with a multitap.
SP11	SUPER FORMATION SOCCER II (JAP) *Human*	70%	The four-player version of *Super Soccer*.
SP2	SUPER GHOULS 'N' GHOSTS (JAP/US/UK) *Capcom*	85%	Brilliant graphics (with slow-down), but it's frustrating.
SP11	SUPER HIGH IMPACT (JAP/US) *Acclaim*	74%	Stripped-down and enjoyable US footy game.
SP8	SUPER JAMES POND (US/UK) *Ocean*	79%	Lots of levels to keep you playing, but it's too juddery.
SP11	SUPER MARIO ALL STARS (JAP/US/UK) *Nintendo*	96%	Four brilliant *Mario* games on one huge cart!
SP1	SUPER MARIO KART (JAP/US/UK) *Nintendo*	93%	Four-games-in-one racer with great two-player mode.
SP2	SUPER MARIO WORLD (JAP/US/UK) *Nintendo*	94%	Repetitive backgrounds, but awesome challenge.
SP20	SUPER METROID (JAP) *Nintendo*	92%	Marvellous platform shooter destined for classic status.
SP4	SUPER NBA BASKETBALL (JAP/US/UK) *Tecmo*	86%	Playable, accurate and comprehensive sim.
	SUPER NINJA (JAP) *Koei*	?%	RPG with ancient-looking graphics.
SP4	SUPER OFF ROAD (JAP/US/UK) *Tradewest*	63%	Limited overhead-view racer offering short-term fun.
SP14	SUPER OFF ROAD BAJA (US) *Tradewest*	69%	Fun for a while, but the lack of variety scuppers it.
SP1	SUPER PANG (JAP/US) *Capcom*	72%	Smart graphics, but really needs a two-player mode.
SP5	SUPER PARODIUS (JAP/UK) *Konami*	86%	Hilarious graphics make this a blast. Bit easy, though.
SP19	SUPER PINBALL: BEHIND THE MASK (JAP) *Meldac*	73%	Nice to look at, but very limited to play.
SP2	SUPER PLAY ACTION FOOTBALL (US) *Nintendo*	71%	Complex sim that is accurate rather than playable.
SP2	SUPER PROBOTECTOR (UK) *Konami*	90%	See *Contra 3*.
SP13	SUPER PUTTY (UK) *System 3*	84%	Fun, slick, and very weird, Amiga-derived platformer.
SP18	SUPER PUYO PUYO (JAP) *Banpresto*	91%	An addictive and completely brilliant puzzle game.
SP1	SUPER R-TYPE (JAP/US/UK) *Irem*	72%	Great-looking shooter which suffers from slow-down.
SP13	SUPER SLAP SHOT (US) *Virgin*	65%	Awkward-playing ice hockey sim with dodgy graphics.
SP1	SUPER SMASH TV (JAP/US/UK) *Acclaim*	84%	Frantic, ultra-violent blaster with hordes of baddies.
SP1	SUPER SOCCER (JAP/US/UK) *Human/Nintendo*	83%	Enjoyable, but flawed, sim with impressive graphics.
SP4	SUPER STAR WARS (JAP/US/UK) *JVC*	89%	Accurate, atmospheric and tough platform blaster.
SP8	SUPER STRIKE EAGLE (US/UK) *MicroProse*	61%	Disappointing flight sim with blocky graphics.
SP9	SUPER SUMO (JAP) *Namcot*	44%	Nice comedy graphics, but sumo is still dull.
SP6	SUPER SWIV (JAP/US/UK) *The Sales Curve*	82%	Slick two-player shooter. Good fun, if a little samey.
SP1	SUPER TENNIS (JAP/US/UK) *Tonkin House*	92%	Amazing range of shots and lots of tournaments too.
SP5	SUPER TETRIS 2 + BOMBLISS (JAP) *Bullet-Proof*	83%	A great conversion of the classic puzzler.
SP8	SUPER TOM & JERRY (US/UK) *High-Tech Expressions*	42%	Poor platformer with lots of slow-down.
SP20	SUPER TROLL ISLANDS (US) *American Softworks*	70%	Bright and cheerful game for the younger player.
SP10	SUPER TURRICAN (US/UK) *Seika*	80%	Fast, smooth shooter with some slick graphics.
	SUPER VALIS IV (JAP/US) *Telenet*	52%	Contrived, boring and linear platformer.
SP5	SUPER VOLLEY II (JAP) *Video System*	82%	Weird 2D volleyball sim with a wealth of moves.

	NAME, PUBLISHER	%	BRIEF DESCRIPTION
	SUPER WAGAN ISLAND (JAP) *Namcot*	?%	Cute-looking, texty platformer. Impossible to judge.
SP12	SUPER WIDGET (US) *Atlus*	54%	Boring cartoon-derived platformer.
SP1	SUPER WWF (JAP/US/UK) *Acclaim*	74%	This would be fun if all the wrestlers weren't so similar.
SP19	SUZUKA 8 HOURS (JAP) *Namcot*	59%	Slow, hard to get into and lacks originality.
SP5	SUZUKI AGURI F1 (JAP) *LOZC*	72%	Well-presented racer, but the corners appear too fast.
SP8	SYO THE SEAL (JAP) *Takara*	79%	A cute platformer, but it's sometimes a bit empty.
SP5	SYVALION (JAP/UK) *JVC*	46%	Maze-based scrolling shooter which lacks challenge.
SP9	TAZ-MANIA (US/UK) *THQ*	54%	Run along the road, and, er... That's about it, really.
SP7	TERMINATOR (US/UK) *Mindscape*	59%	Average, film-based blaster with dark graphics.
SP19	T2: JUDGMENT DAY (UK) *LJN*	52%	A real waste of a license. Leave it on the shelf.
SP16	T2: THE ARCADE GAME (UK) *Acclaim*	71%	A smooth and addictive arcade game, but boring.
SP6	TEST DRIVE II: THE DUEL (US/UK) *Accolade*	58%	Racer which is difficult to control and not very exciting.
SP18	TETRIS BATTLE GAIDEN (JAP) *Bullet-Proof Software*	86%	A brilliant (and worthy) sequel to *Tetris*.
SP19	3D BASEBALL (JAP) *Jaleco*	63%	Too much Japanese text makes this difficult to play.
	THUNDER SPIRITS (JAP/US) *Toshiba EMI*	73%	Shoot-'em-up spoiled by slow-down.
SP14	TIME SLIP (UK) *Vic Tokai*	60%	Poorly executed platformer which is far too easy.
SP20	TIME TRAX (UK) *Malibu/THQ*	73%	Slick and entertaining, but short-lived.
SP5	TINY TOONS (JAP/US/UK) *Konami*	89%	Lovable platformer with bags of variety and challenge.
	TKO BOXING (US) *Sofel*	38%	Well-presented sim with simplistic, boring gameplay.
SP3	TOP GEAR (JAP/US/UK) *Kemco*	76%	Lots of fast driving fun, but only with two players.
SP13	TOP GEAR 2 (UK) *Kemco*	74%	Nicely done, but offers nothing new.
SP14	TOTAL CARNAGE (UK) *THQ*	63%	*Smash TV* sequel which isn't as frantic as the original.
SP9	TOYS (US) *Absolute*	24%	Sad and boring film conversion with awful graphics.
SP11	TRODDLERS (UK) *Storm*	79%	Addictive puzzler with an unfriendly learning curve.
SP8	TUFF E NUFF (US) *Jaleco*	78%	See *Dead Dance*.
SP20	TURN AND BURN (US) *Absolute*	71%	The best SNES airborne combat sim yet.
SP2	TURTLES IV: TURTLES IN TIME (JAP/US/UK) *Konami*	84%	Great-looking beat-'em-up which can get repetitive.
SP15	TURTLES: TOURNAMENT FIGHTERS (UK) *Konami*	90%	Great beat-'em-up with lots of fighters and locations.
SP8	2020 SUPER BASEBALL (JAP) *KAC*	85%	Fun two-player sim with the addition of robots.
	ULTIMATE FOOTBALL (JAP) *Sammy*	51%	Limited and technically unadventurous US footy sim.
	ULTRAMAN (JAP/US/UK) *Bandai*	35%	Ridiculous-looking beat-'em-up.
SP9	ULTRASEVEN (JAP) *Bandai*	45%	*Godzilla*-type beat-'em-up which is funny but tacky.
SP7	UNCHARTED WATERS (JAP/US) *Koei*	37%	Incredibly boring naval strategy game.
SP8	USA ICE HOCKEY (JAP) *Jaleco*	60%	Looks nice, but the slow-down makes it unplayable.
SP7	USHIO AND TORA (JAP) *Yutaka*	35%	Poor scrolling cut-'em-up with only two moves.
SP14	UTOPIA (US) *Jaleco*	86%	Absorbing *Sim City*-type affair with lots of depth.
SP2	VANNA WHITE'S WHEEL OF FORTUNE (US) *Gametek*	19%	A *gameshow* conversion? Oh dear.
SP13	VIRTUAL SOCCER (UK) *Hudson Soft*	87%	An excellent game of footy, but can get frustrating.
SP4	VOLLEYBALL TWIN (JAP) *Tonkin House*	76%	Plays solidly, but slow scrolling makes it frustrating.
	WAIALAE COUNTRY CLUB (JAP/US) *T&E Soft*	82%	Accurately depicted golf sim based on a real course.
SP7	WARPSPEED (US/UK) *Accolade*	32%	Very dated and crudely presented space shooter.
SP9	WAYNE'S WORLD (UK) *THQ*	26%	Awful platformer. The joke isn't funny any more.
SP5	WING COMMANDER (US) *Mindscape*	60%	Average conversion of overrated 3D space shooter.
SP13	WING COMMANDER: SECRET MISSIONS (UK) *Mindscape*	64%	A few extra bits, but not enough to make it fab.
SP2	WINGS II (JAP/US)/BLAZING SKIES (UK) *Namco*	71%	Impressive-looking WWI flying sim/shoot-'em-up.
SP20	WINTER OLYMPICS (UK) *US Gold*	35%	A boring, badly-designed multi-event sports sim.
SP21	WIZARDRY V (US) *Capcom*	39%	Slow, tedious and pointless RPG.
SP17	WOLFENSTEIN 3D (UK) *Imagineer*	78%	A blocky, 3D blaster that's actually quite fun.
SP6	WORDTRIS (US) *Spectrum Holobyte*	40%	*Tetris*, but with letters. Needs luck rather than skill.
SP6	WORLD CLASS RUGBY (JAP/UK) *Imagineer*	74%	*Kick Off* with odd-shaped balls and stop-go gameplay.
SP20	WORLD CUP STRIKER (UK) *Elite*	91%	A beautifully well-rounded footy game.
SP21	WORLD CUP USA '94 (UK) *US Gold*	92%	The best overhead-viewed footy game on the SNES.
SP14	WORLD HEROES (US) *Sunsoft*	77%	Not bad with two players, but something's missing.
	WORLD LEAGUE BASKETBALL (UK) *HAL*	84%	See *Super Dunkshot*.
	WORLD LEAGUE SOCCER (US) *Imagineer*	27%	See *Pro Soccer*.
SP10	WWF ROYAL RUMBLE (UK) *LJN/Acclaim*	79%	Flawed in one-player mode, but great fun with a mate.
SP14	WORLD SOCCER (UK) *Electro Brain*	29%	Confusing and shabby sim with a surfeit of Mode 7.
	XAK (JAP) *Sunsoft*	?%	Overhead-view RPG. Impossible to judge.
SP1	XANDRA'S BIG ADVENTURE (JAP) *Namcot*	85%	Tough platformer with versatile controls.
	XARDION (JAP/US) *Asmik*	26%	Platform shooter with crap graphics and sad gameplay.
SP20	X-KALIBER 2097 (US) *Activision*	68%	Average and unchallenging platform slash-'em-up.
SP6	X-ZONE (US) *Kemco*	55%	Another tedious Super Scope game.
SP11	YOSHI'S COOKIE (JAP) *Bullet-Proof Software*	76%	Fun *Tetris* clone with biccies instead of blocks.
SP12	YOSHI'S SAFARI (JAP) *Nintendo*	69%	At last, a decent Super Scope game. Bit easy, though.
SP16	YOUNG MERLIN (UK) *Virgin*	77%	A cute, colourful and enjoyable puzzle adventure.
	Y'S III (JAP/US) *Tonkin House*	72%	Fun RPG viewed from the side, but it's not very big.
	ZAN II (JAP) *Wolf Team*	?%	Incomprehensible strategy game.
SP2	ZELDA: LINK TO THE PAST (JAP/US/UK) *Nintendo*	93%	The definitive adventure game.
SP19	ZOKU: THE LEGEND OF BISHIN (JAP) *Magifact*	58%	Shallow, lacklustre driving/beat-'em-up.
SP12	ZOMBIES ATE MY NEIGHBORS (US/UK) *Konami*	89%	Innovative, funny shoot-'em-up.
SP16	ZOOL (UK) *Gremlin*	65%	Nice graphics, great music. But average.

BACK ISSUES

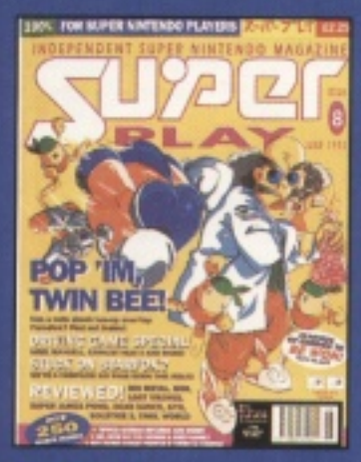
ISSUE 1 ***SOLD OUT***
ISSUE 2 ***SOLD OUT***
ISSUE 3 ***SOLD OUT***

ISSUE 4
The adaptor test; *Human Grand Prix* reviewed; what *is* an FX chip?; and a guide to *Another World*.

ISSUE 5
Game Genie vs Action Replay; *Assault Suits Valken* reviewed; and a *Desert Strike* guide.

ISSUE 6
Starfox previewed; *Super SWIV* reviewed; a *Street Fighter II* guide; and lots on the world of manga.

ISSUE 7
Interview with Argonaut; *The Addams Family* and *Starfox* reviewed; and a fantasy game special.



ISSUE 8
Pop'n Twinbee and *James Pond* reviewed; a player's guide to *Starfox*; and a driving game special.

SPECIAL OFFER!

Buy any 3 back issues of *Super Play* and you only pay £10. Plus! You get a binder (which holds 12 issues of *Super Play* and is worth £5.99) absolutely free!

Make life even easier, use the
CREDIT CARD HOTLINE: (0225) 822511

ISSUE 9
Loads on *SFII Turbo*; the *Super Bomberman* challenge; an *Addams Family* guide; and more!

ISSUE 10
Fixing your SNES; *Final Fight* and *Striker* reviewed; a report from the CES; and a *Mystical Ninja* guide.

ISSUE 11
Super Mario Collection, SFII Turbo and *Mortal Kombat* reviewed; a guide to *Final Fight 2*; and much more!

ISSUE 12
A fantasy game special; an interview with Nintendo Hotline; and part one of our *Mario Collection* guide.

ISSUE 13
A football special, *Jurassic Park, Top Gear* and *Lamborghini* reviewed; and third-party politics.

ISSUE 14
NIntendo's pricing policies; the horror of anime; *Sky Blazer, Clay Fighter* and *Plok!* reviewed; and more!

ISSUE 15
What's in store for 1994?; *Aladdin* reviewed; and a *Jurassic Park* Super Player's Guide. Hurrah!

ISSUE 16
R-Type III and *NBA Showdown* reviewed; those Rik Mayall ads; and more SNES troubleshooting.

ISSUE 17
Mega Man X and *NBA Jam* reviewed; Nintendo rap; *Solstice II: Equinox* and *Shadowrun* guides. Cor!

ISSUE 18
CES news; *Lufia, Super Puyo Puyo* and *Soccer Kid* reviewed; and a *Turtles* player's guide.

ISSUE 19
Fatal Fury 2 reviewed; a *Mystical Ninja 2* guide; we visit Nintendo of Japan; plus a free manga book. Wow!

ISSUE 20
Super Metroid reviewed; a football special; a *Mega Man X* guide; and how to get hold of cheap carts.

FREE! Limited edition Akira cards
Vortex leads the 3D onslaught
FX ATTACK!
LOOK! FREE AKIRA CARDS + WIN A TRIP TO JAPAN
EXCLUSIVE REVIEW

ISSUE 21
***Vortex* previewed; *Super Bomberman 2* and *Dragon* reviewed; and a *Clay Fighter* guide.**

Please send me the following back issues at £3 each (or £10 for 3 issues plus a binder worth £5.99).

ISSUES ____ TOTAL COST ____ VISA ☐ ACCESS ☐

Card No ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ Expiry date ☐☐☐☐

Name:

Address:

Post code:

Signature:

Date:

Return this coupon (or a photocopy), together with a cheque if applicable, in an envelope to: ***SUPER PLAY***, **FUTURE PUBLISHING LTD, FREEPOST (BS4900), SOMERTON, SOMERSET TA11 6BR.**
(You won't need a stamp.)
This coupon is valid until 31 August 1994. SU/MAG/0894

IRRESPONSIBLE pictures

DANGAIOH

Manga Video
90 minutes
RRP: £12.99
certificate 15

The quest in *Dangaioh* is one to find the most powerful weapon in the universe. And the most powerful weapon ever is actually comprised of four kids. There's one lad, Rol Kran, and three girls; Mia Alice, Lamba Nom and Pai Thunder. Each of them has astonishing psionic powers – when they combine to form Dangaioh (a towering great combat mecha-droid thing), they're virtually unstoppable.

Being unstoppable is very handy, because the evil villain Captain Garimoth is determined to destroy everything he finds in the universe, including the Dangaioh. Not only does he send in large amounts of military hardware, he also employs some mind-warfare in his bid to take control.

Dangaioh is an exciting story of transformers, robots and fairly impenetrable mind-over-matter battles. The visuals are clean and sharp, and the mechas, machines and robots featured are very impressive. And there are two episodes included on the video, which were originally known as *The Spiral Knuckle Of Tears* and *Gil Burg: Demon Of Revenge.*

The transformer/mobile-suit epics are often the most enjoyable of the anime genre. *Dangaioh* is in a similar mould to *Macross*, but the human relationships are less stated and there's a consistently high action content. Some of the rock-music accompanying the films is also well worth listening to.

Overall, *Dangaioh* (which was a series of three episodes, originally) is a little different to the normal tales of magic and loss. And it's all the better for it. The characters are a little two-dimensional at times, but luckily, this doesn't spoil the story.

8 out of 10

BATTLE ANGEL ALITA

Manga Video
60 minutes
RRP: £10.99
certificate 15

The *Battle Angel Alita* series is known originally in Japan as *Gunnm*. It's now the best-selling manga series there; and won its creator, Yukito Kishiro, a nomination for the Shonen Sunday 'Best New Artist' award in 1984.

Kishiro draws his influences from *Blade Runner* and *Mad Max*, and this shows in *Battle Angel Alita*. It's set in the future where pollution, over-population and a dangerous abundance of machinery have all taken their toll. Anybody with any money or status has moved into a gorgeous and sumptuous sky-world floating above the planet, called Zarem. The remainder of the population has to stay below and rot in the festering metal trash of the world.

But there is hope. A cybernetic scientist called Dr Ido finds the remains of an old cyborg which he reckons he can rebuild. Indeed, he sets to work and does exactly that. He calls her Alita, and when she's finished, she's one of the coolest, smartest and most attractive cybernetic organisms on the planet.

Alita has to deal with all the human and robotic dross on Earth. Bounty hunters, hunter-warriors, maladjusted mutoids and various other unpleasant characters all have a go at her, and she sorts them out by, well – that would be telling.

There's a strange, delicate style to the visuals of *Battle Angel Alita*. It's better shaded and the lines are more finely drawn than many anime offerings – which put it in a league of its own. The story is simple, but it builds up at a satisfying rate, until a rather unexpected ending. Many of the cloud-city ideas are very well done, and there are a few neat surprises.

9 out of 10

URUSEI YATSURA I

Anime Projects
100 minutes
RRP: £12.99
certificate 15

Prepare yourself from some bad news. The Earth doesn't actually belong to us. In fact, it belongs to the Oni. They are a mysterious and somewhat sinister race of aliens who have decided that they'd rather like to have their planet back.

But rather than just nick it back off us, the Oni are good enough to give us humans a chance to retain possession of the globe. One person, selected at random, must take on their Princess (Lum) in the Oni national sport of tag.

The bad news is that the randomly-chosen person turns out to be Ataru Moroboshi, a bloke with about as much luck and co-ordination as a split bean-bag.

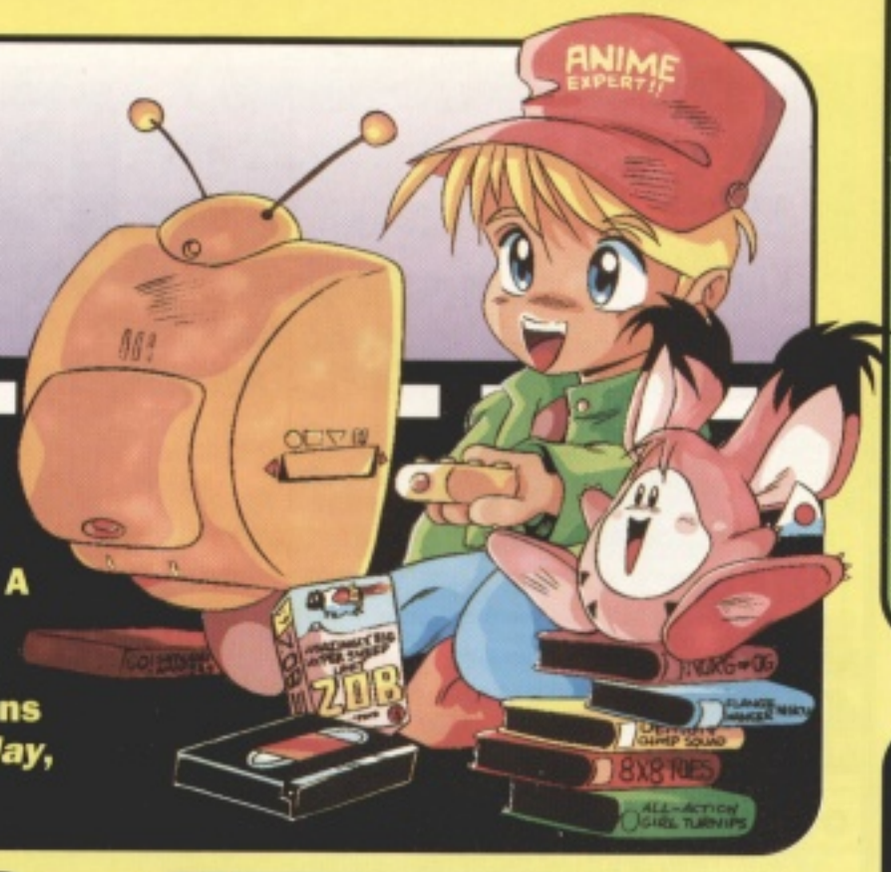
Ataru has a limited amount of time to touch Lum's little horns (it's tag, remember. Just like we play on Earth. Or like we used to play, anyway), but what he doesn't realise is the Lum can fly, and fully intends to just hover in the air above him. But for once in his life, Ataru gets something right and works out a fiendish way of getting Lum back down to Earth. But, having won the tag game, he finds himself in all sorts of trouble again.

Urusei Yatsura I is a comedy of the most bizarre kind. Lum and her relatives have to be seen to be believed. Watch out for Ten, the little alien who looks like a fat baby with a tiger-skin nappy. And the other characters are just as surreal. *Urusei Yatsura* is really an acquired taste. It's funny, it's weird and it's something for the real anime fan. Don't be surprised if you end up scratching your head, though.

Urusei Yatsura, by the way, means 'those obnoxious aliens'. Quite.

7 out of 10

Welcome to *Super Play*'s new film section. Every month, we will take a look at all the latest anime video releases and review the best of them here.



From this month, *Super Play* is dedicating this section to reviewing all the latest anime releases in the UK, plus bringing you news on what's coming up on video. We'll also be running competitions to give away the best merchandise and videos, and we will have the occasional look at anime video classics.

The world of anime can be confusing, and translations from Japanese to English aren't always perfect, so we'll be having a Q and A corner, in which we'll answer your questions about anime and manga videos. Send in any (short) questions to: Irresponsible Pictures, *Super Play*, 30 Monmouth St, Bath BA1 2BW.

URUSEI YATSURA II

Anime Projects
100 minutes
RRP: £12.99
certificate 15

The battle between Lum and Ataru has been long-since forgotten (see *Urusei Yatsura I*), and now Lum has attached herself to Ataru with an almost fanatical devotion. This isn't exactly what Ataru wants; being a young and hot-blooded chap, he would like to meet lots of girls. But this doesn't go down at all well with Lum, who uses powerful electrical shocks to keep him in line.

Things go a little weird when portals are opened into other dimensions; Lum and Ataru start mucking about with the very fabric of space-time and Ataru falls for a lovely girl called Shinobu.

As with *Yatsura I*, you need a special sort of sense of humour to appreciate this video. It certainly is anime for real anime fans, but if you know some of the in-jokes and you understand the goings-on, you'll have a marvellous time with this film.

Incidentally, all the *Urusei Yatsura* videos feature subtitling rather than dubbed speech. Which is how we at *Super Play* prefer them. This is a good point, actually. There's always been a debate about whether dubbing or subtitles are better. A good dub certainly doesn't harm a film, but a poor dub makes a mockery of it. Both are commonplace in anime, so be prepared to sample both ends of the spectrum.

However, purists will always argue that there should be original soundtracks and subtitles to everything from Japan. Er, anyway, where were we?

Urusei Yatsura II is a fitting bizarre sequel to the manic sequence of events in part one, and with dozens of episodes more to come, you might be seeing a lot more of Ataru and Lum.

7 out of 10

THE WIND OF AMNESIA

Manga Video
90 minutes
RRP: £12.99
certificate 15

Something really, really big has happened. Something massively huge and vitally important. Something that has changed the human race dramatically and forever. Unfortunately, everybody has amnesia and can't remember what it was.

This nightmarish *Catch-22* scenario is what greets you when you settle down with *The Wind Of Amnesia*. Described by Manga Entertainment as a sci-fi road-movie with attitude, it's the rather harrowing tale of a lad who escapes the disastrous wind which erased everybody else's memories so effectively.

But it's not just that nobody can remember what happened exactly; nobody can remember how to speak, reason and think constructively either. It's as if everyone's been watching too much *Every Second Counts* on TV.

Distressed and confused, the lad Wataru leaves his home town and embarks upon an obsessive mission to unravel the reason behind this tragedy. The film really does take on a road-movie slant therein; following his journey of discovery and adventure and introducing many colourful characters along the way.

The storyline is thought-provoking and it's been rendered with smashing animation, some superb set-pieces, plus a fair dose of high-octane action (well, it's what the public demands, isn't it?). The ending is somewhat unsatisfying (we won't spoil it by telling you any more than that), but all things considered this is a highly entertaining and well-crafted piece of animation, which is certainly worth viewing – even though it does tend to get a bit confusing in places.

7 out of 10

MERMAID FOREST

Manga Video
50 minutes
RRP: £8.99
certificate 15

Mermaid Forest is part three of the *Rumik World* series from the slightly surreal mind of Rumiko Takashi. It's an everyday tale of love, grave-robbing, flesh-eating and immortality.

There's an old myth which states that if you eat a piece of mermaid's flesh, you will live forever. Yuta, a bloke in the 16th century, decided to have a chomp, and found that being immortal isn't the permanent party you might imagine. In fact it's a real downer.

Yuta, though, is the hero of *Mermaid Forest*, and he stumbles across a plan for mermaid-noshing, masterminded by the evil, but slightly impractical, Dr Shina. The bad doctor's got evil and shady plans for a beautiful girl called Mana, and Yuta must carefully find out what these are. So in a way he's trying to solve the secret of Mana (sorry).

As Yuta gets more and more involved with the tale of enfolding terror in the forest, the pace of the film increases. At only 50 minutes, this is an action-packed video, with little wasted time. The pace is just too quick for boredom to set in.

And being a *Rumik World* release, *Mermaid Forest* looks pretty – if not much above the standard we've come to expect. Even though only a few of her videos are available in the mainstream here, Rumiko Takashi has already built up something of a cult-within-a-cult following, and you're guaranteed good quality with her name.

Where *Mermaid Forest* really scores is in the storyline; it's understandable, you get swept up into the totally engrossing plot and the whole thing really is very satisfying. A worthwhile Manga release.

8 out of 10

KT KONSOLS

TEL/FAX: 0847 66949

26 PRINCESS STREET, THURSO, CAITHNESS KW14 7BQ

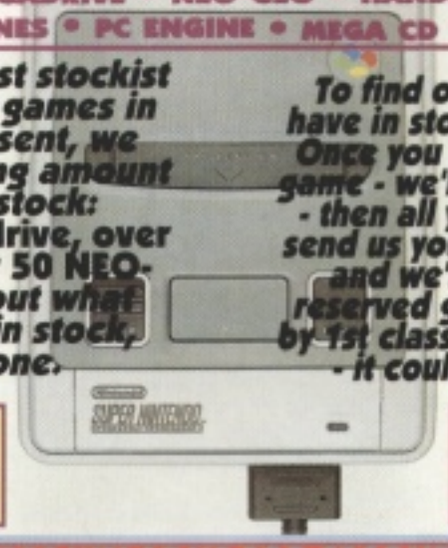
Game Exchange Service

MANGA VIDEOS NOW STOCKED NEW & SECONDHANDPHONE FOR LATEST PRICES

• SNES • MEGADRIVE • NEO-GEO • HANDHELDS • 8 BIT MACHINES • PC ENGINE • MEGA CD • CDS •

We are the largest stockist of second hand games in Britain. At present, we have the following amount of games in stock: Over 200 Megadrive, over 200 SNES, over 50 NEO-GEO. To find out what titles we have in stock, please phone.

To find out what titles we have in stock, please phone. Once you have chosen your game - we'll reserve it for you - then all you have to do, is send us your unwanted game and we'll dispatch your reserved game immediately by 1st class recorded delivery - it couldn't be easier !



JAGUAR & 3 DO'S NOW IN STOCK FOR PRICE

Please feel free to phone & ask about any game of any system

TRADE ENQUIRES WELCOME FOR SECONDHAND GAMES PHONE FOR DETAILS!!!

NEW SNES RELEASES

SUPERMETEOROID - Call, ASTROGOGO - Call
STUNT RACE FX - CALL - SECRET MANIA, GOEMAN II,
KNIGHTS OF THE ROUND - £55, SUPER GOAL II - £47,
STARTREK - THE NEXT GENERATION £55

NEW NEO GEO RELEASES

KARNOUS REVENGE,
SUPER SIDE KICK 2
WORLD HEROES JET,
ART OF FIGHTING 2

SPECIALS

SFII TURBO (JAP) £35, SUPERBOMBER MAN (JAP) £37, SUPER FAMILY TENNIS £39, PC ENGINE SFII CHAMPIONSHIP

Access VISA

PC ENGINE STREET FIGHTER II £49 SPECIAL PRICES ARE CONSTANTLY CHANGING & NEW TITLES ARRIVE DAILY - PLEASE PHONE

OPEN MONDAY TO SATURDAY 10AM TO 6PM

THE TIME HAS COME FOR SOMEONE TO TAKE THE LEAD IN SELLING COMPUTER GAMES. SOMEONE WHO CARES ABOUT THEIR CUSTOMERS AND PRICES. SOMEONE WITH GUARANTEES THAT NO ONE CAN MATCH.

IT'S TIME TO SHOP AT

KNIGHTRAVEN COMPUTERS

SHOP OPENING SOON IN HARLOW ESSEX!

SNES*MEGADRIVE*MEGA CD*CD32*JAGUAR*3DO*P.C*
NEO GEO*PC ENGINE*LASER DISC

ALADDIN	43.50	NBA JAM	49.50
ADDAMS FAMILY VALUES(US)	CALL	NINJA WARRIORS (US)	CALL
AGASSI TENNIS	CALL	NHL '94	41.50
BUGS BUNNY: RABBIT RAMPAGE	CALL	PINK PANTHER GOES TO HOLLYWOOD	45.50
BOMBERMAN 2(J)	44.50	PAC-ATTACK (US)	43.50
BOXING LEGENDS OF THE RING	CALL	POP N TWINBEE	44.50
CLAYFIGHTER	48.50	ROBOCOP 3	32.50
COOLSPOT	39.50	ROCK N ROLL RACING	42.50
CYBERNATOR	43.50	R-TYPE 3	49.50
DAFFY DUCK: MARVIN MISSION	44.50	SUPER BOMBERMAN PARTY PACK	58.50
DENNIS	34.50	SUPER TROLL ISLAND	CALL
DRAGON BALL Z 2(J)	40.50	SUPER STREET FIGHTER 2 - IMPORT	CALL
DRAGON	CALL	SUPER MARIO KART	34.50
F1 RACING	43.50	SECRET OF MANA (US)	54.50
FINAL FANTASY 6(J)	CALL	STREETFIGHTER 2 TURBO	32.50
GUNFORCE (US)	37.50	STAR TREK: NG (US)	57.50
JAMES POND CRAZY SPORTS	33.50	TMNT: TOURNAMENT FIGHTERS	49.50
JOHN MADDEN '94	44.50	TODDLERS	36.50
JURASSIC PARK	42.50	WORLD CUP STRIKER	49.50
JOE & MAC 3(J)	CALL	WORLD CUP USA '94	CALL
KEVIN KEEGAN PLAYER MAN	31.50	KICK OFF 3	CALL
LAWNMOWER MAN	36.50	WINTER OLYMPICS	44.50
MEGAMAN X(US)	42.50	WING COMMANDER: SECRET MISSION	44.50
MORTAL KOMBAT	52.50	YOUNG MERLIN	CALL
MAGA LO MANIA	37.50	ZOMBIES	CALL

KNIGHTRAVEN PROMISE

NEVER TO CASH YOUR CHEQUE UNTIL YOUR ORDER HAS BEEN DESPATCHED! GUARANTEED!

SUPER METRIOD (SUPER PLAY 92) NOW IN! £CALL

SUPER STREETFIGHTER II BE FIRST! ORDER NOW! SAVE £5 OR GET A FREE CONVERTER! (YOUR CHOICE) (SSF2 ORDERS ONLY)

EA FIFA SOCCER 40.50
MUSCLE BOMBER 49.50

- ALL NEW GAMES
- ACCESSORIES SOLD
- IMPORTS FROM JAPAN AND USA
- NO MEMBERSHIP
- NO HIDDEN EXTRAS
- MOST COMPUTERS CATERED FOR
- BEST SERVICE

PLEASE CALL FOR YOUR
FREE PRICE LIST
0279 422113
ASK ABOUT OUR CUSTOMER SERVICE CHARTER
MON - CLOSED TUES-SAT 10AM - 8PM
SUN 12PM - 4PM

- PRICES INCLUDE UK P&P
- RECORDED
- MORE ON SALE
- GAMES EXCHANGE SERVICE STARTING SOON CALL
- PLEASE CALL BEFORE SENDING AN ORDER

WE GUARANTEE TO GIVE THE BEST SERVICE AT THE BEST POSSIBLE PRICES

CONSOLE ELITE

364 Uxbridge Road, Hayes, Middlesex UB4 0SE
West London's SUPER NINTENDO SPECIALISTS

* **LATEST IMPORTED ACCESSORIES**
and accessories at best possible prices
* U.S. Consoles & latest titles in stock
plus large selection of used games
* ATARI JAGUAR (US) Now in stock
* NEO GEO - All titles etc available
* SUPER NES 50/60 HTZ Conversions
Ring for details 081 561 2422

MAD CONSOLES

LATEST IMPORTED ACCESSORIES AND PERIPHERALS AVAILABLE AT UNBEATABLE PRICES CALL ANY TIME

NEXT DAY DELIVERY GUARANTEED

SATELLITE MOVIES, SPORTS & OTHER ENTERTAINMENTS CALL FOR DETAILS

Phone/Fax 0908 379049
Mobile 0850 994372

TURC

COMPUTER + VIDEO GAMES

WE STOCK EVERYTHING!
(PROBABLY)
081-893-2100
10AM - 6PM
9 WILTON PARADE
FELTHAM
MIDDLESEX TW13 4BU

E I D CONSOLES

UK SNES SOCCER CRAZY!

World Cup USA '94	£42
World Cup Striker	£50
FIFA Soccer	£39
Virtual Soccer	£42
Sensible Soccer	£42
Ryan Giggs Soccer	£42

Please phone or write for further details

LOOK no further for the latest bizarre & **WONDROUS** Accessories from Exotic lands! **CALL US NOW** for unbelievable prices!

For Fast Friendly Service
Tel: 081-386-1454
or
Fax: 081-950-6262
E.I.D. P.O. Box 23, Bushey, Watford WD2 3YL

MEGABYTES
081 335 4224

US SUPER NINTENDO (SCART) ... 1 PAD ... NO GAME £124.00

ADAPTOR (RUNS STAR FOX) ... £12.00 £10.00 IF PURCHASED WITH ANY GAME

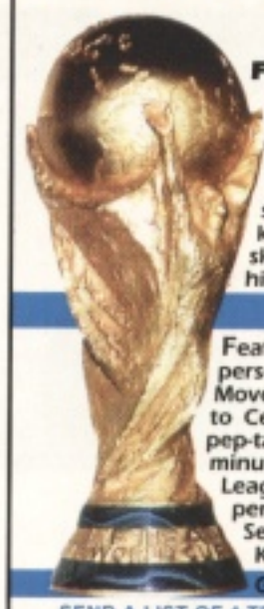
GAMES

SELECTED TITLES HALF PRICE - CALL FOR DETAILS

ALADDIN (US/UK)	£48.00	PUGSLEY SCAVENGER HUNT (UK)	£35.00
BATMAN RETURNS (UK)	£46.00	ROCK N' ROLL RACING	£52.00
BATTLE GRAND PRIX (US)	£47.00	ROYALE RUMBLE (UK)	£52.00
CASTLEVANIA IV (UK)	£35.00	SECRET OF MANA (US)	£56.00
DESERT STRIKE (US)	£46.00	SHADDOW RUN (UK)	£50.00
FLASHBACK (UK)	£44.00	SHADOW RUN (US)	£54.00
IREM SKINS (US)	£48.00	SIDE POCKET (UK)	£48.00
JOE AND MAC	£35.00	STARFOX (US)	£47.00
JURASSIC PARK (UK)	£48.00	STARWARS (US)	£48.00
LEMMINGS (US)	£35.00	STREET FIGHTER II TURBO (UK)	£52.00
LETHAL WEAPON (UK)	£30.00	STRIKER (UK)	£39.00
MAJOR TITLE (UK)	£44.00	SUPER BOMBER MAN (UK)	£38.00
MARIO ALL STARS (UK)	£43.00	SUPER BOMBER MAN + MULTI TAP (US)	£60.00
MARIO ALLSTARS (US)	£54.00	SUPER EMPIRE STRIKES BACK (US)	£56.00
MARIO KART (UK)	£36.00	SUPER JAMES POND (UK)	£30.00
MORTAL KOMBAT (UK)	£53.00	SUPER PUTTY (UK)	£43.00
MULTITAP	£24.00	TOP GEAR II (UK)	£44.00
NBA JAM (UK)	£54.00	TURTLES TOURNAMENT FIGHTERS (UK)	£52.00
NIGEL MANSELL (UK)	£37.00	ZOMBIES ATE MY NEIGHBOUR	£44.00
PLAYER MANAGER	£43.00		

OTHER TITLES AVAILABLE AT BEST PRICES.
PART EXCHANGE WELCOME
SECOND HAND GAMES IN STOCK, RING FOR TITLES/PRICES. SHOP PRICES MAY VARY
22 CENTRAL ROAD,
WORCESTER PARK, SURREY
GAME PRICE INCLUDES P&P CONSOLES ADD £5

FOOTBALL CHAMPIONS FANTASY PLAY BY MAIL



Football Champions offers a depth and challenge unseen in most other play by mail soccer games. With over 1000 active players the game has grown to become one of the largest and most popular soccer simulations in Europe. You don't just have a list of 11 players who play in the same position week after week, you get to choose from a squad of over 40 players with mixed abilities, personalities, strengths and weaknesses. As their Manager it's up to you to get to know your players and place them in the position best suited to their skills, changing their position and team formation every week until you hit the right formula!

IT'S AS GOOD AS THE REAL THING!

Features include • Full transfer list • Player profiles, abilities and personalities • Injuries • Scout for new players • Scout other teams • Move players freely between squads • 16 player positions from Goalkeeper to Centre Forward • Choose between 8 different pre-match and half-time pep-talks • Choose training programme from 13 different types • Minute by minute text-based match reports • League Newsletter every turn • League tables • Messages from other teams • Usually two matches per turn and could be as many as four • Cup competitions for Senior and Youth teams • Simple fill-in-the-boxes order system. Kenny says, "Play Football Champions. It's got me back into it..."

GAMES BY MAIL (SP), 5 TOWN LANE, LITTLE NESTON, SOUTH WIRRAL L64 4DE

SEND A LIST OF 4 TEAMS (ONE FROM EACH DIVISION) AND WE WILL SEND YOU YOUR START UP PACK TOTALLY FREE WITHOUT ANY OBLIGATION TO CONTINUE

CONSOLE CONNECTIONS

The Shop That Delivers

USA SPECIALS

Aladdin	£29.99
Bubsy	£24.99
Lethal Weapon	£14.99
Mickey Magical Quest	£29.99
Robocop vs Terminator	£29.99
Star Trek	£49.99

Send SAE a full discount price list.

SNES UK £74.99
SNES UK + FIFA £112.99

UK

Aero Acrobat	£39.99
Daffy Duck	£42.99
Equinox	£42.99
Jurassic Park	£39.99
Lamborghini	£44.99
Lethal Enforcers	£59.99
Megalomania	£29.99
Metal Marines	£42.99
Mortal Kombat	£39.99
Multi Tap	£24.99

NBA Jam	£49.99
Pro Adapter	£16.99
R-Type 3	£44.99
Rock & Roll Racing	£37.99
Sky Blazer	£39.99
Standard Adapter	£9.99
Sunset Riders	£29.99
Tiny Toons	£29.99
Troddlers	£29.99
World Cup Striker	£49.99
World Cup USA 94	£42.99

Kevin Kegans Player Manager £24.99

FIFA Soccer £37.99

UK SPECIAL

Actraisers	£24.99
Amazing Tennis	£24.99
Blues Brothers	£24.99
Dennis	£24.99
F-Zero	£24.99
First Samurai	£24.99

J.Pond Crazy Sports	£24.99
Jimmy Connors Tennis	£24.99
Lawnmower Man	£24.99
Magical Sword	£24.99
On the Ball	£24.99
Out to Lunch	£24.99
Parodius	£24.99
Pugsley Scavenger Hunt	£24.99
Road Runner	£24.99
Starwing	£24.99
Street Fighter 2	£24.99
Super Putty	£24.99
Super Soccer	£24.99
Super SWIV	£24.99
T2 Arcade	£24.99
Total Carnage	£24.99
Wing Commander	£24.99
WWF Royal Rumble	£29.99

Atari, Jaguar (UK) £229.99

+ MORE - Call
All prices include VAT
Postage: Please add £1.50

CONSOLE CONNECTIONS - UNIT 2, OLD BAKE HOUSE LANE, CHAPEL STREET, PENZANCE, CORNWALL TR18 4AE. Tel 0736 331131 Open 10am - 5pm

NEW TO THE UK

A small one this month. Small, but packed full of nuggety bits of pure unsweetened information.

HYPER V-BALL

Ubi Soft/£TBA/8 Mbit

Fancy a game of men's volleyball? No? How about women's? Not interested? Well, what about futuristic?

Yes, this is three games in one. Well two, if you count men's and women's volleyball as one game. There are great colours, effective

parallax and a marvellous sense of gameplay.

There are tons of special moves, and once you've mastered them, you're set to enjoy the two-player mode to its fullest extent. It's like a beat-'em-up in its intensity, but with the pressure of a game like *Super Smash Tennis*. Great stuff.

The futuristic mode sees the ball smacked so hard that deaths are commonplace on-court. It's a lot of fun and really does make an addictive two-player game.

Full review in issue 5

OVERALL SCORE: 79%

MEGA MAN X

Capcom/£49.99/12 Mbit

When *Mega Man X* first appeared on the shelves, it was greeted with the sound of a great many jaws swishing open. The astonishing animation, tight, busy levels and plenty of cunning tricks and traps impressed us all a great deal.

But when *Super Metroid* appeared soon afterwards, it was so stunning it instantly dated *Mega Man X*. So, in retrospect, *Mega Man X* wasn't the major platformer we first thought. Sure, it's good, but the levels are a bit small and it isn't really that tough.

None of this means that *Mega Man X* is bad; it's just unfortunate that the game was followed so soon afterwards by one which totally and utterly overshadowed it. So, if you have a choice, go for *Super Metroid*. But if *Mega Man* is what you've set your heart on, you won't be disappointed.

Full review in issue 17

OVERALL SCORE: 88%

ART OF FIGHTING

Takara/£49.99/8 Mbit

Could it be? Is there any chance? No. *Art Of Fighting* is *not* as good as *SFII*. In fact, it's not as good as most of the fighting games around. The characters are heavy and

unco-operative, and although they feel ponderous, there isn't any sense of mass as they jump, punch and kick.

And there's the awful scaling thing. The fighters and background zoom in and out at random to add some 3D to the game. This, unsurprisingly, fails, and you're left with a game with a feature that looks very unfinished.

***Art Of Fighting* is a pretty poor effort, then – there aren't even any decent moves included to save it from mediocrity.**

Full review in issue 15

OVERALL SCORE: 56%

DRAWING

BY WIL OVERTON

Judging by the amount of *Ranma* and *Dragon Ball Z* envelope art we get, it seems that lots of you want to draw like the Japanese. Well, I can't promise that you're going to become a famous manga artist overnight, but I *can* get you started...

Before we start, let's get something straight; there is no one anime or manga style. There *are* common elements that run through many artists' work, but there are just as many different drawing and painting styles as there are in Western comic art – from the impossibly-muscled cartoon characters in *Dragon Ball* to the more realistic proportions of *Akira*. But for this demonstration we are going to stick to something most people recognise as being immediately manga in origin – the fantasy heroine.

The first thing that will strike you about the anime girl I have drawn for this feature is that she has an impossible physique. Her legs are far too long and her waist would give Claudia Schiffer nightmares. But don't think that you don't need to know anything about human anatomy to be able draw her – as a teacher of mine used to say 'you need to know the rules to be able to break them'. Most Japanese artists spend years at art school before they go into the manga and anime industry; they have all the 'boring' stuff like life drawing and perspective drummed into them, before they're let loose on atomic demon powered mobile battle armour and stuff.

But don't let this put you off. Learning how to draw figures is all about observation. If you can't invent a pose yourself, then do what everyone else does – steal one! Buy a copy of *Vogue* or *Cosmopolitan* and study all the fashion shots. There are literally hundreds of poses waiting to be used. In fact, copying is probably the most informative thing I can tell you when trying to draw in a particular style. If you want to draw Ranma, get hold of a *Ranma* comic and copy it until you can draw her (or him) without looking at the original. Eventually, you'll develop your own style and be able to incorporate all that stuff you learnt by copying into it. That's how the Japanese kids do it!

MATERIALS

PAPER

It always amazes me when we get a picture here at *Super Play* which someone has obviously spent a lot of time over, yet the paper it's drawn on could easily have been off the back of a corn flakes packet. Get a decent piece of paper, or even a nice clean envelope, and don't fold it up, rip it, or get loads of grubby fingerprints on it. If your masterpiece isn't worthy of a little bit of effort, then it's probably not worth starting in the first place. When it comes to acetate, you should be able to get it in pads from any decent art shop – try to get a decent thickness though.

PENCIL

This is a little easier. Use whatever you feel comfortable with. I use a propelling pencil with a blue lead in it, because a) it doesn't need sharpening all the time – no mess, and b) I find that a coloured pencil lead tends not to smudge.

For the final inking in of the drawing (which in this case will be on clear film) I use a brush and Indian ink. This works just as well on paper or film and using the brush means you can get a nice variation in the thickness of the line. If you find that you can't get on with the brush, then any technical drawing pen will do just as well.

PAINT

What kind of paint do you use? This must be the question I get asked the most. Fortunately, proper animation paints are basically acrylics. Unfortunately, they're also on the expensive side. Luckily for us though, two of the big paint companies have recently released a decent equivalent (although they probably don't realise it). Winsor & Newton's 'Galeria' and Rowney's 'System 3' can both (when slightly watered down) be used as animation paints, and you get much more for your money too.

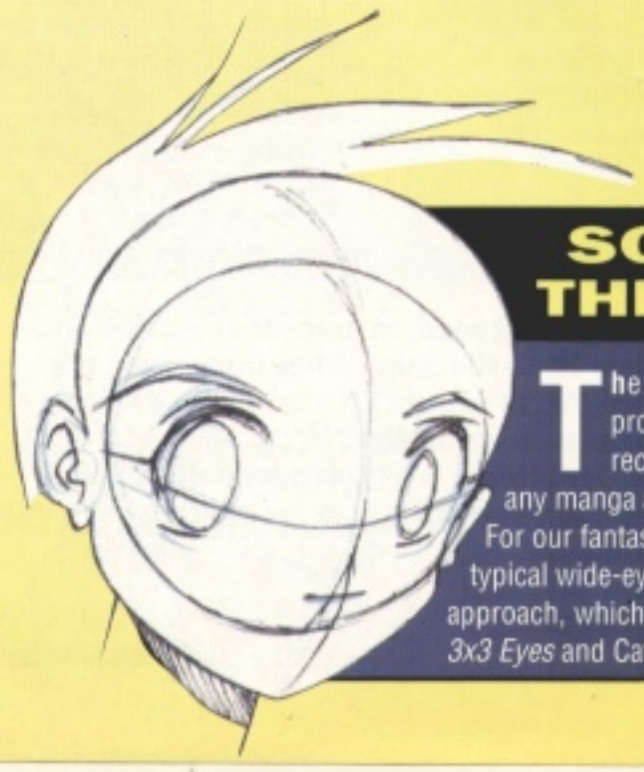
STEP-BY-STEP

THE ROUGH

(1) This is the first scribble – don't worry how messy your drawing is, just play around until it looks right. Don't feel you have to stick with your first attempt either, do as many roughs as you like till you get it the way you want it. Not even professionals get it right straight away – it's embarrassing the amount of screwed up bits of paper that are strewn around my desk when I have to do a new cover.

CLEAN-UP!

(2) Now we've decided what our girl's going to look like we can start adding details. If you use a light blue pencil (like I do) then you could do your cleaning up on top of the original rough, just by using a darker pencil. Or you could use layout paper (a thin paper specifically for roughs) and just trace over the first rough.



SOFT IN THE HEAD

The head and face are probably the most recognisable features of any manga and anime artist's style. For our fantasy girl, I've gone for a typical wide-eyed, tiny-nosed approach, which is a mixture of Pai from *3x3 Eyes* and Catgirl Nuku-Nuku (both of which, funnily enough were designed by the same artist, Yuzo Takada). A common mistake many people make on anime faces is putting the eyes too close together; with our girl the eyes are impossibly wide apart, but the effect still works – this is another case of 'as long as it looks OK, do it'.

ANIME

THE EYES HAVE IT

In Japan you can buy books on how to draw manga, with pages and pages devoted to different types of eyes for all situations. Generally, the more heroic the character (which usually equals cuter), the larger the eyes. Again, there's no set rule, do what the Japanese kids do – just copy as many different styles as possible and then you can come up with your own.

Three sets of eyes. All different, yet all anime.

4 5

THE FINISHED DRAWING

3 This is supposed to be how the final drawing will appear – but don't feel that you can't make final alterations. It's important that you spend time making sure the drawing looks right. It doesn't matter how great a paint job you do if the basic drawing is flawed.

ON THE ACETATE

4 Originally, animators traced the line drawing onto acetate (or cel) using pen and ink – just like you will probably be doing. Nowadays, the final cleaned-up drawing is transferred to the cel using a photocopier process, which saves time. You might be able to find a local print shop who can do this for you, but it's probably easier if you do it the old way to begin with. A good tip is to wear cotton gloves (available from Boots) when working on cel – to prevent lots of fingerprints showing up all over the place. Remember – keep it clean, the finished picture will look much better for it.

PAINTING

5 The art of painting an animation cel is a tricky one. For starters, you paint on the back of the picture, which means that you don't have to worry too much about going over the black lines of your drawing (which are on the front), but it also means that you've got to think backwards when it comes to placing what colours where.

Japanese animation painters use their original cleaned-up drawing, marked up with where they want to put the colour, which is then put under the cel and used as a guide. The aim of cel painting is to get the paint to lay flat, so rather than brushing the paint on – which can cause streaky patterns – the best way is to get a big blob of paint (which should be about the consistency of runny yogurt) on the end of your brush and dab it onto the cel. Then push the blob about until it fills the area you want. This is something that takes practice.

Another tip is to put the colours on from dark ones working up to light. If you put an area of black on top of white you may find it shows through on the other side – something which obviously doesn't happen the other way around.

WIN!

A PIECE OF ORIGINAL WIL OVERTON ARTWORK!

In conjunction with his drawing guide, Wil is very generously offering up a prize of the original anime girl artwork featured here. It will be signed by him and sent to the winner of our little compo.

All you have to do is draw your own male character to go with the girl Wil has created. She should give you an idea of the style to use. It must be a character you've thought up yourself; although getting inspiration from proper Japanese anime figures is fine, especially as it's something Wil says you should be doing.

The one thing we don't want is anyone sending in copies of the anime girl Wil has drawn. You have been warned. Any traces or direct copies will *not* win!

Send in your artwork to: **Wil Overton Competition, 29 Monmouth St, Bath, Avon BA1 2DL.** The closing date is 20 August 1994. We'll print all the best entries, with the winner receiving Wil's signed and professionally-framed original, plus the rough, signed by the whole team.

Every picture we print in the mag will win its creator a *Super Play* pen, and if you send a suitably-sized stamped self-addressed envelope we promise to safely return your artwork.

Your entry should be in colour, but you don't have to use acetate or professional paints. Felt-tips or crayons will do just as well, if you use a bit of care.

So get drawing and you could be a winner!

NEXT MONTH

NEXT MONTH

IN SUPER PLAY

SUPER STREET FIGHTER II

THE REVIEW

In a special in-depth report, we dissect the game everybody's been waiting for and tell you the full story. How do the new characters play? What new tricks have the old characters learnt? What special moves and combos can Cammy, T-Hawk, DeeJay and Fei Long perform? And, most importantly, should *you* buy it?

SUPER PLAY
ISSUE 23
will be proudly holding its head high on
Thursday, 4 AUGUST
Miss it and you'll never catch up!

ISSUE 22

AUGUST 1994

RESERVE YOUR COPY OF SUPER PLAY!

Dear newsagent, please reserve/deliver* my copy of *Super Play* for/to me every month. Cheers!

Name: .....

Address: .....

.....

*** Delete as appropriate.**

THE SUPER QUIZ ANSWERS

You'll find the questions to the answers in Super Express.

EASY
1) Because Clinton comes from Arkansas. And pronounce that Arkansaw, by the way.
2) *Zombies Ate My Neighbours.*
3) Pierre le Chef is *Out To Lunch.*

MEDIUM
1) Mariko.
2) Mike Powell. And Argonaut Software.
3) Drivers in *Rock 'n' Roll Racing.*

HARD
1) The Ice Shotgun.
2) The Lady Crithania. A silly name, no?
3) In Leo's House (Stage 5).

90%
NINTENDO GAME ZONE
"Games this playable should be banned"

89% SUPER ACTION
"This action is as fast as the real thing"

92% GB ACTION
*"I played **Gator** until my fingers bled but this is in a different league"*

86% NMS
"Fans seeking the nearest approximation of the real thing need look no further"

93% VGS
"What an excellent game to have in your pocket"

GAMETEK ARCADE

pinball DREAMS

GAMETEK

SURE PLAYS A MEAN PINBALL

GAME BOY

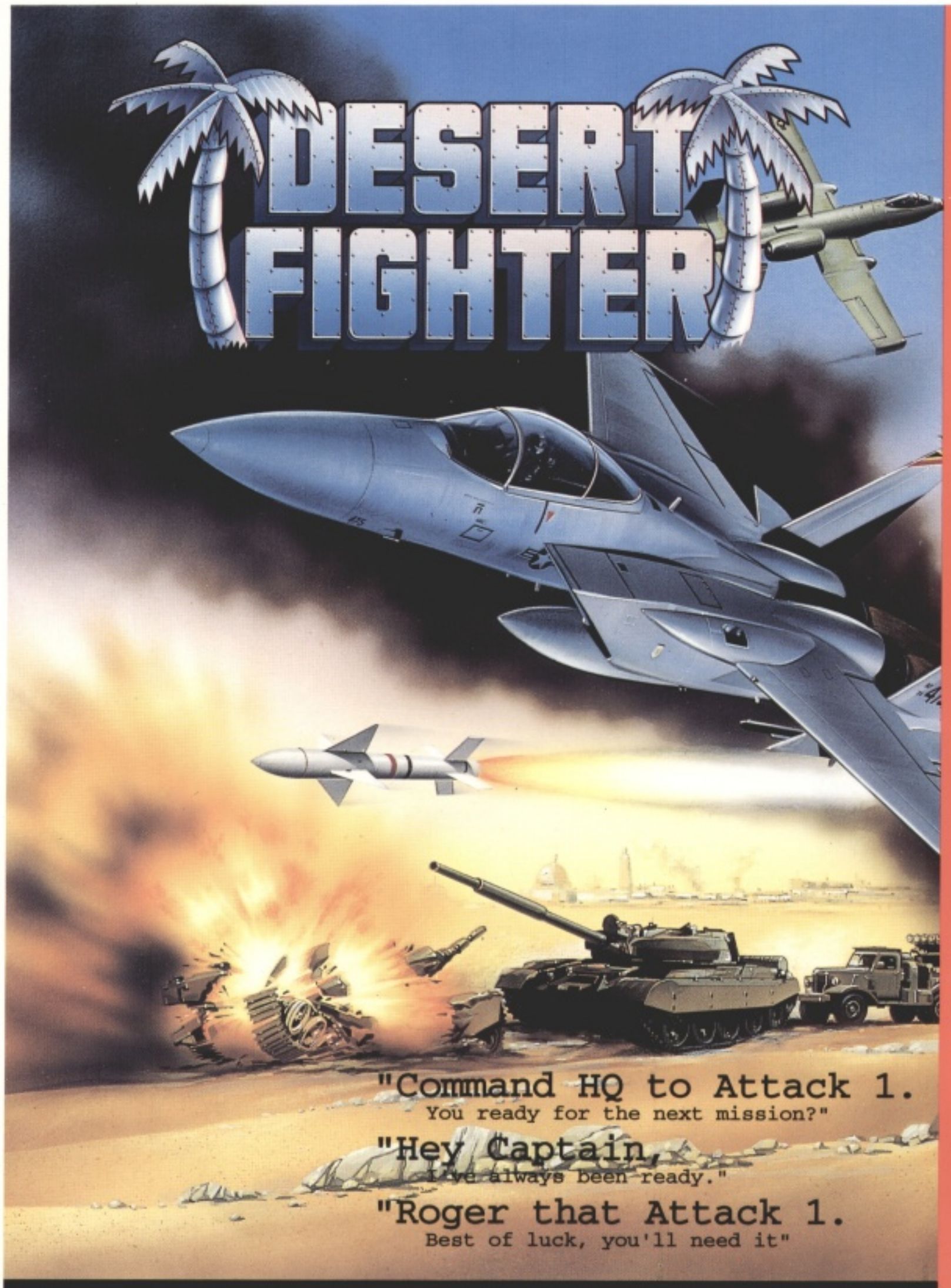
GAMETEK

SUPER NINTENDO ENTERTAINMENT SYSTEM

GAMETEK (UK) LIMITED, 5 Bath Road, Slough, Berkshire, SL1 3UA

Published by Gametek Ltd
© 21st Century Entertainment 1993

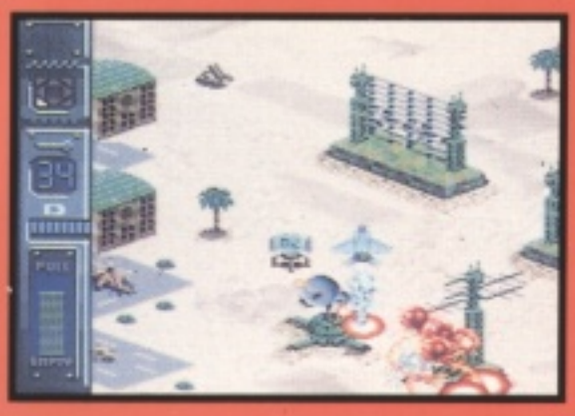
DESERT FIGHTER


"Command HQ to Attack 1.
You ready for the next mission?"
"Hey Captain,
I've always been ready."
"Roger that Attack 1.
Best of luck, you'll need it"

- Multiple control options - choose the controls that best suite your playing style.

- Choose from two of the world's most famous combat aircraft - the F15 Strike Eagle and the AH-10 Tank Buster to take out the enemy.

- Detailed satellite intelligence maps aid you to launch strategic attacks.



94% C+VG

"Challenging, gripping and worth every penny"

92% SUPER-PRO

"Brilliantly detailed graphics and great Fx"

92% SNES FORCE

"A superb strategy/shoot'em up"

Experience thrilling and deadly aerial dogfights. Dice with death as Rapier missiles streak through the sky and home-in on your plane. Blast away the elite ground forces before they bombard you with precision anti-aircraft fire.

SUPER NINTENDO ENTERTAINMENT SYSTEM
PAL VERSION

DISTRIBUTED BY
CENTRE GOLD PLC

SYSTEM 3

SYSTEM 3 ARCADE SOFTWARE LTD
18 PETERBOROUGH ROAD
HARROW MIDDLESEX HA1 2BQ
Telephone: 081 864 8212
Facsimile: 081 864 4851

©SYSTEM 3 ARCADE SOFTWARE LTD 1994